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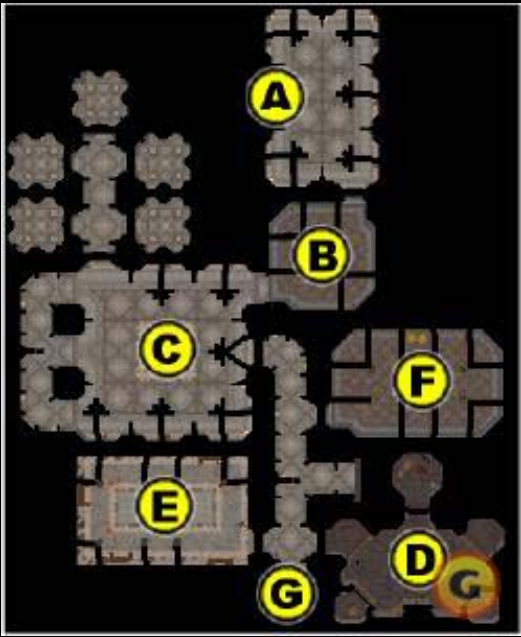


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Prelude

The prelude will train you to play *Neverwinter Nights*. The first few rooms will serve as your tutorial. You'll learn how to use your inventory, move the camera, cast spells, and fight with ranged and melee weapons. The second part will be more active training, because the Academy gets invaded and you must rush to save the creatures that will be used to cure the Wailing Death.

Training Halls



- A- Entrance and Shop Training
- B- Map and Journal Training
- C- Combat Training
- D- Rogue Training
- E- Druid and Cleric Training
- F- Mage Training
- G- To Graduation Chamber
- H- To the Academy

After speaking with Pavel and his brother, Bim, head into the Training Halls. Visit the appropriate trainers for your character class. You can skip the basic interface tutorials, but you must complete your class training in order to proceed to the Graduation Chamber.

Graduation Chamber

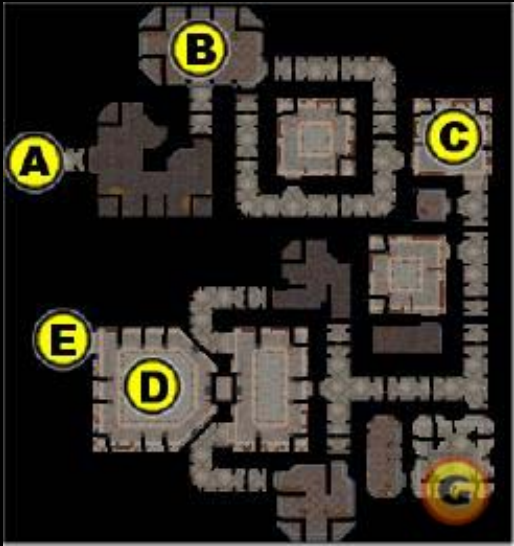
When you enter the Graduation Chamber, speak to Aribeth, who will congratulate you on your commencement. While she is speaking, some mercenaries will teleport in and commence with the beatings. Help Aribeth and the students fight the interlopers, then talk to Aribeth. She will give you a key to the locked door in the Training Halls. Return there. After removing the goblins from the hallway, and from the other rooms if you wish, go through the east door into the Academy.



Kill the party crashers.

The Academy

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- A- To Training Halls
- B- Pavel
- C- Level Training
- D- Mysterious Mage
- E- To Stables

Go through the storage room and meet up with Pavel. He'll ask to join up with you, and you should let him. It'll teach you to travel with a henchman and will make the hallways ahead much easier to survive. The next friendly face you see will be Geldar, and he'll teach you how to level up. You'll gain a level when you talk to him.

Make your way through the halls, exploring the rooms for loot, if you want, and killing the skeletons and goblins in the hall. The mysterious mage, a 3rd-level wizard, will appear just before you reach the stables. With Pavel at your side, you should be able to kill him.

The Stables

Your final stop is the stables. You're too late to save the Waterdhavian creatures. Talk to Fenthick and Desther after all the goblins are dead. Exit the stables to begin Chapter One.



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[Next to Chapter One](#)
You'll meet the creatures.



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Chapter One

Neverwinter City Core

In the first part of chapter one, you will explore the city center, meet your henchmen, gather supplies, and pick up secondary quests before venturing off into the four districts of Neverwinter.



- A- Hall of Justice
- B- Trade of Blades
- C- Moonstone Mask
- D- Many-Starred Cloak Guild Tower
- E- The Great Tree
- F- Shining Knight Arms and Armor
- G- General Merchant
- H- To Beggar's Nest
- I- To Blacklake
- J- To the Docks
- K- To the Peninsula

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Next: Henchmen and secondary quests »

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XP and GP

Neverwinter Nights tells a great story over the course of its four chapters, but that's just a nice setting for the role-playing genre's bread and butter: experience points and treasure. The walk-through that follows hits all the major plot points and quest goals, but it assumes you will wander around and explore the environs. There is so much treasure to find and so many monsters to kill, be sure you check every corner of every house and cave for interesting items and encounters.

The Henchmen

Though Neverwinter Nights is a single-character game, you'll want to take a henchman along with you. There are good times for every one of the available hirelings, although a few of them are much better choices most of the time.

Fighters should take Tomi or Linu for the majority of their travels. Linu can heal you, which is obviously helpful, and Tomi can open the chests you won't be able to bash open at low level. Even better, the rogue sneak attack bonus will do great wonders while you're in the fray taking all the damage.

Spellcasters should choose Daelan or Grimgnaw. They are both very powerful and will act as a sufficient damage sponge while you deal the pain from a safe distance. Moreover, many enhancement spells will make them even stronger. Cast Cat's Grace and Bull Strength on Grimgnaw and you can go loot chests while he clears out whole rooms. Mid- to high-level spellcasters won't need Tomi's rogue skills too often, because it's just so easy to open a chest with a fireball.



The rogues (and fighters and spellcasters) gallery.

Rogues will also want Daelan or Grimgnaw, for the same reason a fighter would want Tomi. Let them get beat on while you sit back and do sneak attack damage with your bow.

Making a Party

Spellcasters have a significant advantage in one respect: They can actually create a party. With their ability to summon familiars coupled with the summoning spells, spellcasters can get a strong four-character party together with two summoned creatures and a henchman.

Serve It up Hotkey

One of your strongest weapons in the game isn't your +3 double-bladed axe, and it isn't your maximized fireball. It's your hotkey bank. Put your most important skills in the main hotkey group, then put secondary skills on the Shift and Ctrl hotkeys. Cycle your hotkeys out frequently as you learn new spells and abilities. There's no point having Flame Arrow when you could have Weird, or having 10 Cure Light Wounds potions on your primary hotkey bank when you're 15th level and fighting a lich. Update your hotkeys frequently, and let unused skills and items retire to the radial menu with dignity.



Casters like to party all the time.

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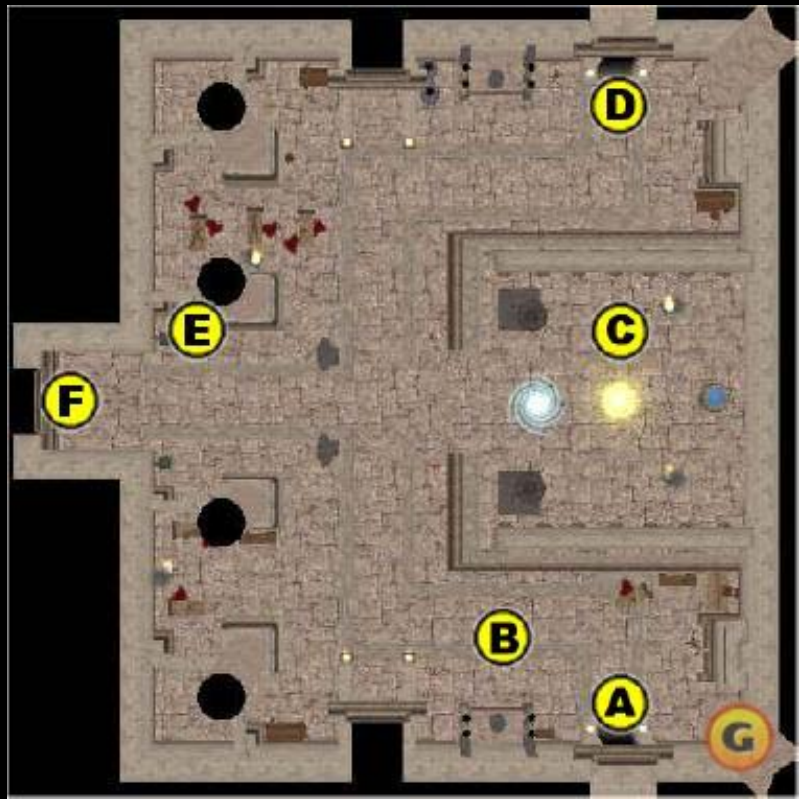
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The Hall of Justice



- A- To Sanitorium
- B- Aribeth
- C- Return Portal, Divining Pool, and Sergol
- D- To Apse
- E- Tomi Undergallows
- F- To City Core

You'll begin Chapter One in the Hall of Justice, Neverwinter's Temple of Tyr and hospice for victims of the Wailing Death. Speak with Fenthick and Desther, then continue into the main chamber. Here, you'll immediately see Aribeth, who will give you your primary quest for this chapter, The Wailing and the Waterdhavians.

Aribeth will also serve as your free healer this chapter, so you'll be returning to this temple often. Nearby is Sergol, who can give you a brief tutorial about using the return portal and the stone of recall. In combination, these items will let you return at almost any time to unload goods or to heal and then return to your original location for a small fee.

Once you've spoken with Aribeth, head into the apse and talk to Oleff. If he doesn't automatically ask for your help, use your persuade skill to receive the Search for Never's Tomb quest. There is one tomb in each of the four outlying sectors of the city, and three of them contain artifacts you can return to Oleff for a reward. You'll need to visit the excavation site in the peninsula to access the three other tombs.

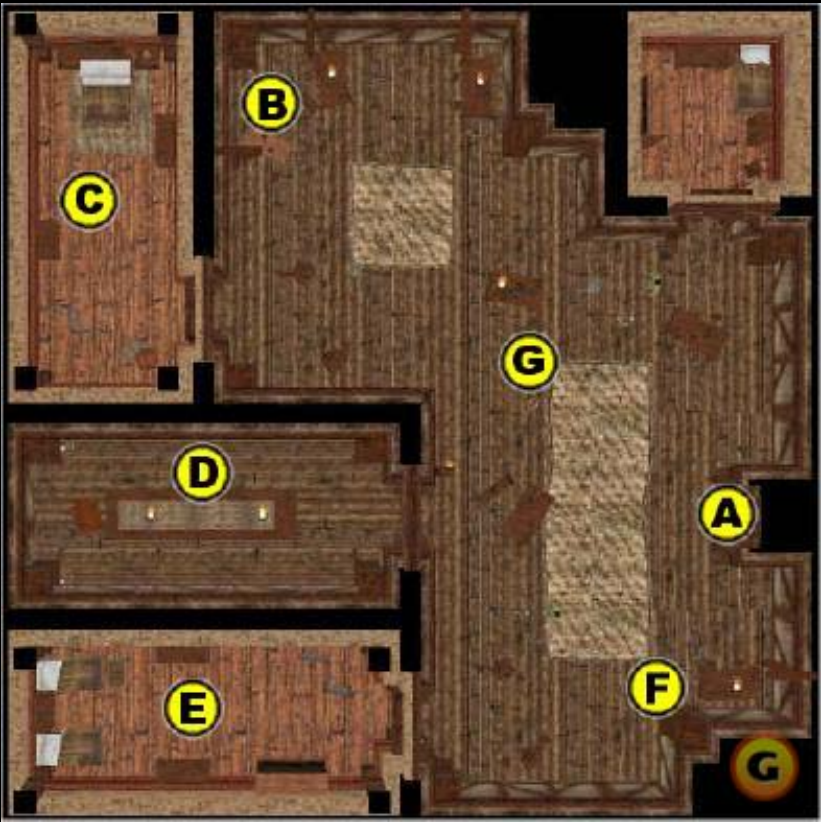
Before leaving the Hall of Justice, talk to Tomi Undergallows near the front door. He's one of the available henchmen for this level and your go-to guy if you lack thieving skills. There are other henchmen available in the city proper.

City Core

As you leave the Hall of Justice, Bethany will approach you. She'll tell you about the prison break in the peninsula. You'll be going there soon enough, but first you need to find a henchman, buy some supplies, and pick up some more secondary quests. Your first stop is the Trade of Blades.

Trade of Blades

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- A- To City Core
- B- Boddyknock
- C- Linu La'Neral
- D- Grimgnaw
- E- Sharwyn
- F- Daelan Redtiger
- G- Graxx



There are five henchmen available in the Trade of Blades. Linu La'Neral is a healer, Sharwyn is a bard, Daelan Redtiger is a barbarian, Grimgnaw is a monk, and Boddyknock Glinckle is a sorcerer. Choose a henchman that complements your own abilities--if you're a spellcaster or a rogue, for instance, you'll want Daelan or Grimgnaw to keep enemies preoccupied in melee combat. Each henchman also has a personal quest, which will stretch over the first three chapters of the game. Talk to them as you gain levels, and they'll tell you more of their story. See the next page for details.

Before leaving the Trade of Blades, talk to Graxx to get the gauntlet key. If you aren't a melee class, you'll need to persuade him. Once you're done here, it's on to the Moonstone Mask.

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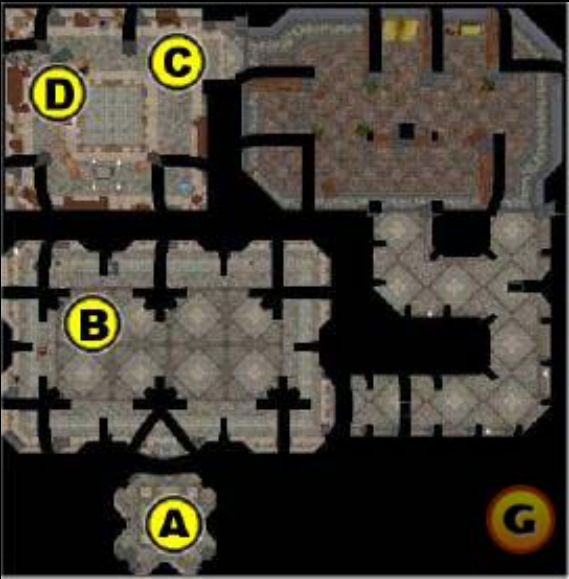
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Maugrim's Sanctuary



- A- To War Zone
- B- Aribeth
- C- Maugrim
- D- The Fourth Word of Power

Aribeth is very powerful. She's a 20th-level paladin/18th-level cleric. She has a devastating assortment of spells and is immune to critical hits, death magic, fear, paralysis, and mind-affecting spells. If that weren't enough, her sword has vampiric regeneration and does additional damage against good-aligned players. The good news? She'll eventually surrender. When she does, you may be able to convince her to return to Nasher. If you have her ring it will help, but you can still persuade her to do so. If you don't, you'll have to finish her off.

Maugrim is an 8th-level cleric/20th-level wizard, and he has two servants of flesh (19th-level constructs) at his side. Get in close and start hammering away--he has very little in the way of protection from melee, so the battle should be slightly easier than the previous one, at least once the servants of flesh are out of the way. When Maugrim is dead, grab the fourth Word of Power and return to Castle Never.



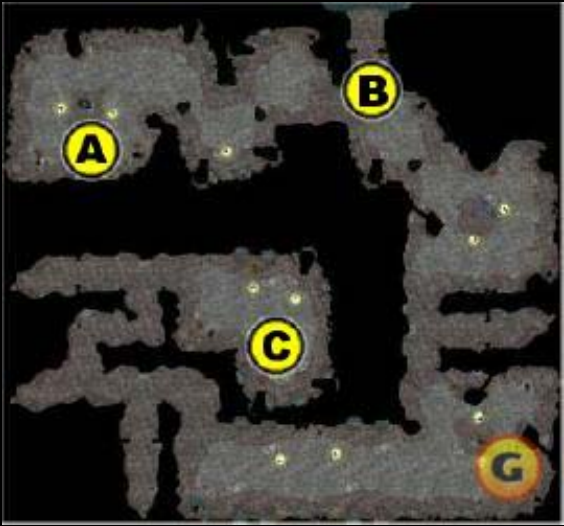
The fallen Aribeth.

The Source Stone

In Castle Never, return to the dungeon and talk to Haedraline. She will tell you that you need to enter the Source Stone and kill Morag. Descend to the caverns, place the fourth Word of Power in the empty altar, then enter the Source Stone.

The Source Stone: Sanctuary

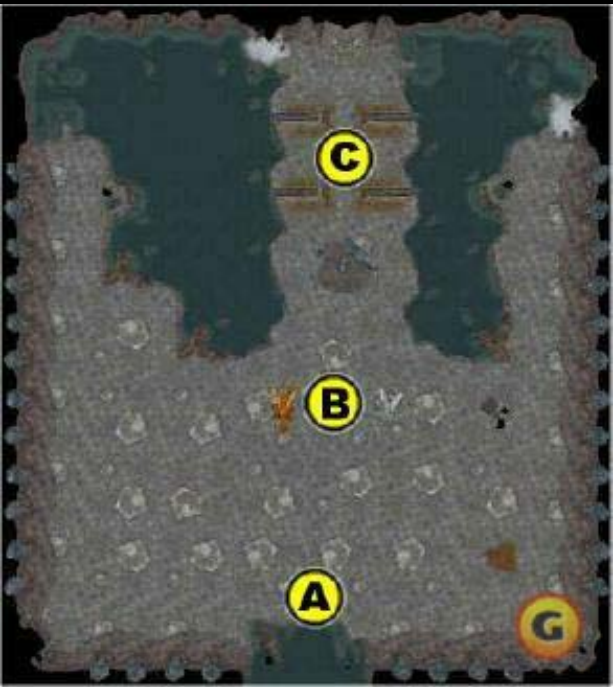
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- A- To Castle Never
- B- Asheera
- C- To Source Stone: Guardian Lair

In the first tunnel, you will meet Asheera, a strange woman who resembles Aribeth. Asheera will give you her amulet, which gives you an armor class bonus of +5 versus reptilian monsters, 50% immunity to electrical and fire damage, and a spell resistance bonus of 18. Unfortunately, as of v1.19, the item has a level requirement of 26 so you won't be able to equip it. This is a shame, because you'll face a small army of Old Ones in the Sanctuary. When you reach the center of the caverns, rest up, then use the portal to reach the Guardian Lair.

The Source Stone: Guardian Lair



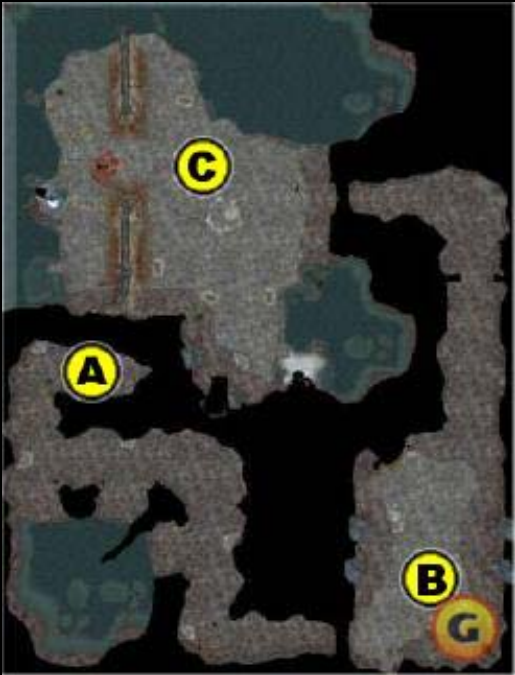
- A- To Source Stone: Sanctuary
- B- Guardian Dragons
- C- To Source Stone: Inner Sanctum

Not one but two dragons await you: a 26th-level corrupted copper dragon and a 28th-level corrupted silver dragon. They will both attack at once. Stay near the portal to the sanctuary if you can't take them simultaneously and do hit-and-run tactics. Once they are dead, pick up both guardian keys and unlock the gates to the north. Before you step in the final portal, rest up and save your game. There's no turning back (or resting) once you enter the inner sanctum.



The final battle.

The Source Stone: Inner Sanctum



- A- From Source Stone: Guardian Lair
- B- Morag's Chosen
- C- Morag

The first room contains four of Morag's chosen (15th-level fighters/5th-level humanoids) and an Old One cleric (15th level). Though this is a tough fight, save your most powerful spells and attacks for the room ahead. When you reach the final cavern, you will face Morag (19th-level wizard). She's immune to pretty much everything, but she won't be if you take out her protectors. There are eight of them, protected by a permanent wall of blades, but ranged attacks will kill them easily. Once they are dead, attack Morag with everything you have, ignoring the minions she summons in. Once she dies, escape to the portal. And enjoy your victory.

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Daelan Red Tiger attacks Host Tower Door : *hit* : (15 + 21 = 36)
 Daelan Red Tiger damages Host Tower Door: 11 (11 Physical)
 Daelan Red Tiger: It is done.

Shout: [F1] [F2] [F3] [F4] [F5] [F6] [F7] [F8] [F9] [F10] [F11] [F12]

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A banner for the Neverwinter Nights Game Guide. The background is dark with a purple and blue color scheme. On the left, there's a character in a hooded cloak. In the center, the title "NEVERWINTER NIGHTS" is written in a large, stylized, glowing blue font. Below the title, the words "GAME GUIDE" are written in a smaller, white, serif font. On the right, there's a character in a red and black outfit. The banner is framed by decorative, swirling patterns.

The screenshot shows a combat scene in a tomb. A player character is attacking a Sarcophagus with lightning spells. The interface includes a minimap, a skill bar at the bottom, and a chat log on the right. The chat log shows damage dealt by 'Cymande Bendt' to the 'Sarcophagus'.

Chat Log:

- Cymande Bendt damages Sarcophagus: 27 (27 Electrical)
- Cymande Bendt damages Floor Designs: 0 (0 Electrical)
- Cymande Bendt damages Sarcophagus: 27 (27 Electrical)
- Cymande Bendt damages Sarcophagus: 27 (27 Electrical)

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Aribeth

Had Morag foreseen how powerful you would become, perhaps she would have chosen you to be her champion instead of turning her lidless eye in my direction.

1. I would never bow down to the Queen of the Old Ones!
2. If she had I wouldn't quit in the middle of a fight!
3. Put up your sword and die with honor!
4. Answer my questions and I might let you live!
5. Die, traitor! Die!

Daelan

Aribeth: You have come far since our first meeting, Cymande, I can no longer stand against you.

Aribeth: Had Morag foreseen how powerful you would become, perhaps she would have chosen you to be her champion instead of turning her lidless eye in my direction.

Shout:

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12

G

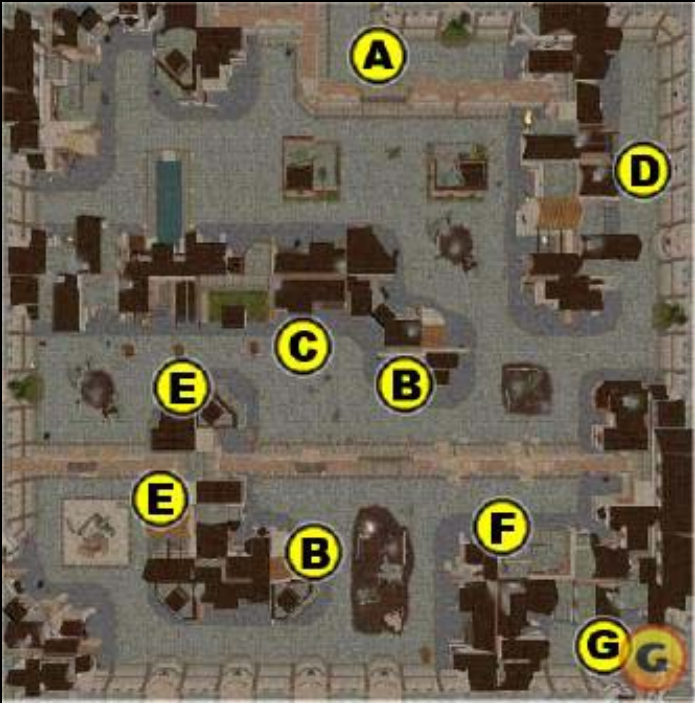
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A banner for the Neverwinter Nights Game Guide. The background is dark with a blue and purple color scheme. On the left, a character in a dark, ornate suit with a large, glowing blue orb on their chest stands next to a large, dark, winged creature. In the center, the title "NEVERWINTER NIGHTS" is written in a large, stylized, glowing blue font. Below the title, the words "GAME GUIDE" are written in a smaller, glowing blue font. On the right, a character in a dark, ornate suit with a large, glowing blue orb on their chest stands next to a large, dark, winged creature. In the top right corner, there is a small red icon of a book and the text "Get The Downloadable PDF". Below the banner, there is a navigation bar with five buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS", "CHEAT CODES", and "TABLE OF CONTENTS". The "CHAPTER WALKTHROUGHS" button is highlighted with a yellow border.

An aerial photograph of a suburban neighborhood. Seven locations are marked with yellow circles containing black letters: A (top center), B (bottom right), C (middle right), D (middle left), E (bottom left), F (bottom center), and G (center). The map shows houses, streets, and green spaces.

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- A- To Neverwinter
- B- Wizards' Chantries
- C- Catapults
- D- Leesa
- E- Secret Passage
- F- House
- G- Portal to Maugrim's

As Trancar warned you, the golems really are invincible. Quickly get to the first Wizard's Chantry. Inside, you'll fight a 16th-level Luskan wizard and a 13th-level Balor lord. When the wizard is dead, the golem will collapse. Next, take out the catapults. As in Fort Ilkard, you need to kill the catapult commanders, then use the catapults to destroy them. Once the north section of the city is clear, find Leesa in the northwest alley and lead her to the gate.



Kill the Luskan wizards to remove the golems from the streets.

You can get to the southern section of the War Zone by destroying the gate or by going through the secret passage in the old man's home. Enter the second Wizard's Chantry, where you will face the same duo from the first. Now that the streets of the War Zone are safe, it's time to go after the bigger game.

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In Klauth's Lair, he will make a deal with you: Bring him dragon eggs, and he will give you the Word of Power. Your other option? Kill him. You can get eggs from Akulatraxas or Gorgotha, but you're already here, right? Give him the Dead Dragon Sphere, and he'll be severely weakened. You'll still want to throw everything you have at him--summon everything and use every enhancement spell you have before giving him the sphere. When Klauth is dead, take the Word of Power.

Take Klauth's head to Gorgotha, and take the final Word of Power to Aarin. Before you give it to him, finish up any secondary quests, pick your favorite henchman, and say good-bye to the others.

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Next: Chapter Four »



Klauth is one of the strongest opponents in the game.



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NEVERWINTER NIGHTS

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Here you will need to explore the prison, which has been overrun by escaped convicts. There are two ways into the prison, and each is dangerous. In the peninsula, you will also be able to complete a section of the Cloaktower Membership quest and get started on the Search for Never's Tomb quest.



- A- To City Core
- B- Militia HQ and merchants
- C- Tanglebrook Estate
- D- Sewer entrance
- E- Prison entrance
- F- Master Johns
- G- Ms. Dulcimae
- H- Never's Tomb
- Excavation Site
- I- Arcane Laboratory
- J- Prison Barracks
- K- Mizzenmast
- Mercantile

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	Once you have the secondary quests in your journal and supplies in your pack, it's time to start exploring the dangerous outlying districts.
	« Previous Page Next: The Peninsula »



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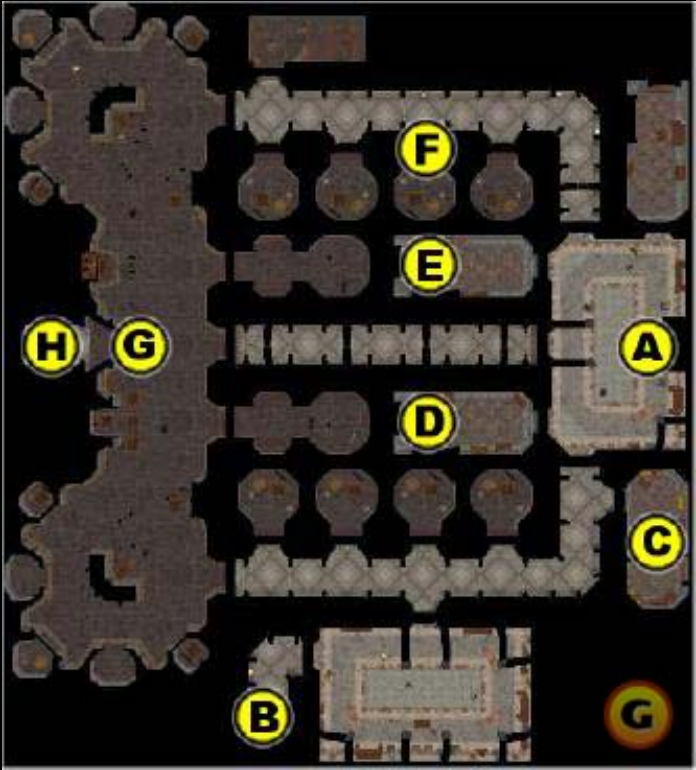
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Prison: Main Floor



- A- Main Entrance
- B- Entrance from Tanglebrook Tunnels
- C- Prison Office
- D- South Wing Lever
- E- North Wing Lever
- F- Former Guard
- G- Gang Leader
- H- Stairs to Containment Level



The Tanglebrook Tunnels will lead you to the prison.

Whichever way you enter the prison, you'll want to enter the prison office first and read the prison logbook, which contains some information about the rebellion and Captain Alaeffin's role. You'll also want to flip the switches for the north and south wings, which will open the cells and allow you to loot the contents.

In the north wing, you'll find a former guard. He'll give you some more information and then flee for the main doors.

The large wing to the west is crawling with convicts, so try to take them out slowly from the adjacent hallways. There's a gang leader (2nd-level rogue/5th-level fighter) blocking the stairs down to the next level, and you don't want to face him and a dozen prisoners at the same time. Once the coast is clear, go downstairs.

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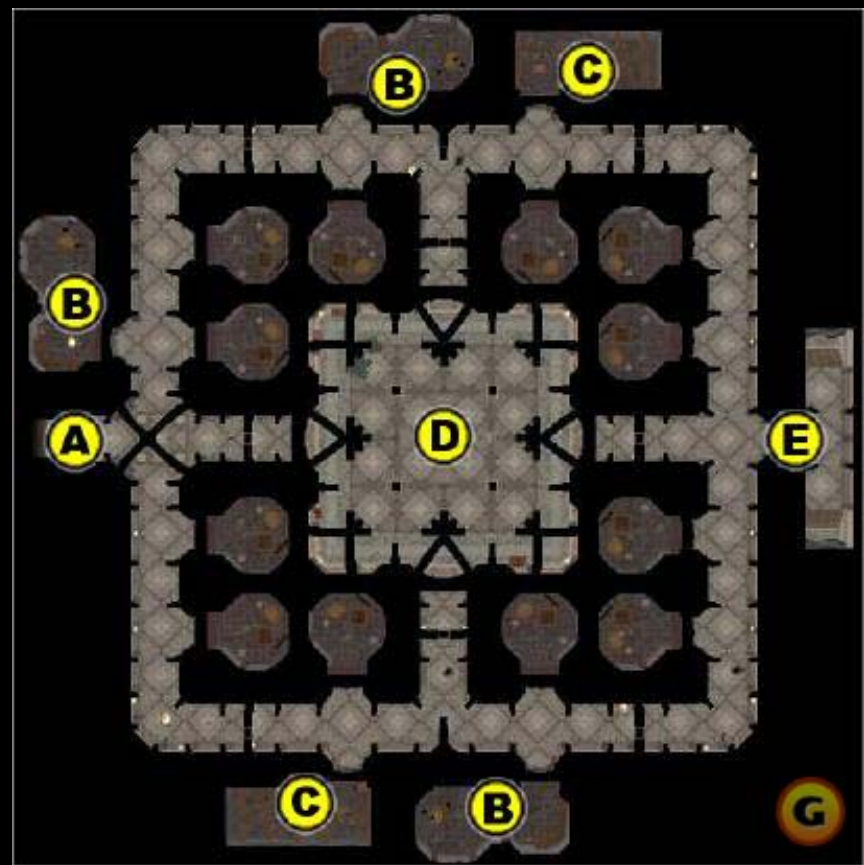
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Prison: Containment Level



- A- Stairs to Main Floor
- B- Lockdowns
- C- Storage Rooms
- D- Escaped Sorcerer/Stairs
- Lever
- E- Stairs to Pits

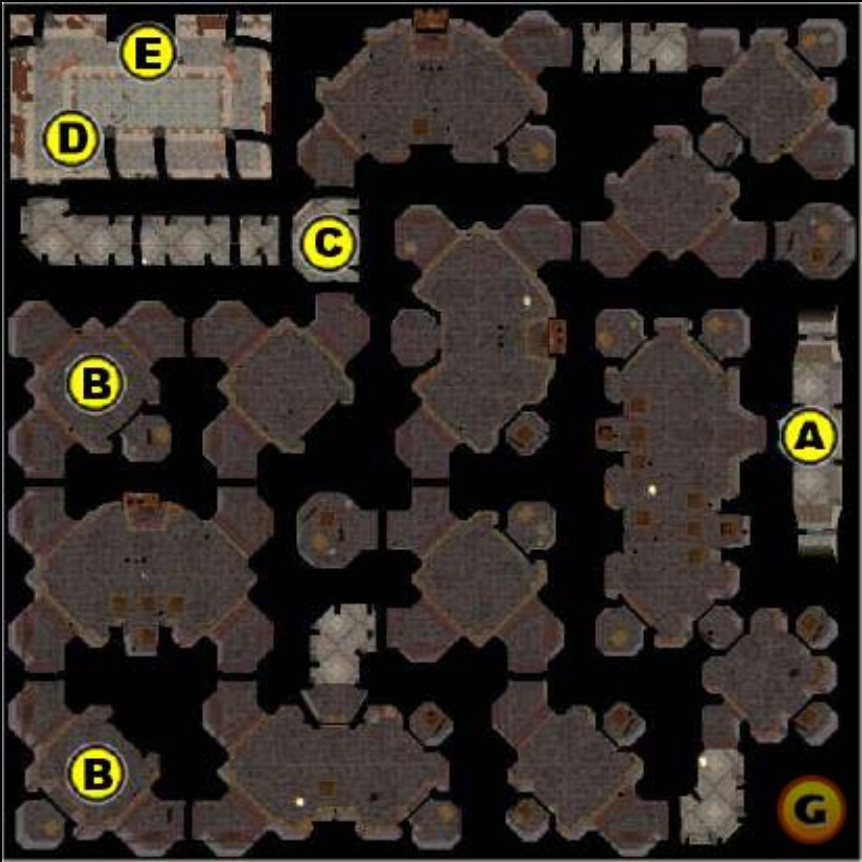
This is a pretty straightforward level, but there are plenty of enemies. If you need a place to rest in safety, get into one of the lockdowns and shut the door with the lever.

After descending from the main floor, you'll be met by Emernik. He'll lead you into a lockdown. Use the lever to close the door, and he'll tell you more about the prison. Explore everything and clear out the hallways.

In the main central chamber, you'll face a number of enemies, including an escaped sorcerer (5th level). He will throw fireballs like crazy, so try to target him first. Better yet, lure his fellow inmates into the halls and pick them off in smaller groups. Once he's dead, use the lever in the room to open the east door. This leads down to the pits.

Prison: Pits

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- A- Stairs to Containment Level
- B- Storage rooms
- C- Locked hallway
- D- Kurdan
- E- Stairs to Lair of the Devourer

This is the most dangerous level of the prison, and it's full of convicts and traps. Proceed carefully. There are two paths to the locked hallway. On the west path, you'll face an escaped sorcerer (5th level) and find two fairly well-stocked storage rooms. On the north path, you'll fight another gang leader (2nd-level fighter/5th-level rogue). You can choose either, but you might want to explore both routes and rack up the experience points.

Whichever way you choose, you'll need to pull the nearby levers once you get to the doors leading to the locked hallway. Disable or avoid the trap in the hallway, then disable the trap on the western door. Beyond this door awaits Kurdan, formerly king of the pits and currently Captain Alaefin's right-hand half-orc. Kurdan is a tough 8th-level barbarian. Don't be afraid to use the stone of recall if you're getting clobbered.

Once Kurdan takes enough damage, he'll surrender and tell you what he knows. Once he's said his spiel, you can kill him or let him go. Search the nearby chests, and read the head gaoler's journal found in the book pile. Rest up if you need to, then head down into the Lair of the Devourer.

Prison: [Lair of the Devourer](#)

As soon as you descend the stairs, it's on! When you kill the head gaoler (6th-level fighter), something strange will happen: A creature will jump out and quickly take over one of the nearby guards. Your best bet is to talk with the guards and persuade them to leave before this happens (this will also give you some experience points and shift your alignment toward good). Once there are no more fresh bodies, you'll face the intellect devourer directly. It has very good damage reduction and a fair amount of hit points, so be prepared for a long fight unless you can deal great amounts of damage at once.

Once the devourer is dead, pick up its brain (which may be hard to see--use Tab to find it more easily), then return to Sedos Sebile for your reward. You may be ambushed by assassins outside of the prison. If so, search their bodies for a note and take it to Fenthick at the Hall of Justice Sanitorium. Finally, take the devourer's brain to Aribeth.



Kurdan guards the stairs to the final battle.



Head gaoler Alaefin.

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Thieves and pirates have overrun the docks. A band of pirates called the Bloodsailors is running things, and you'll soon find out that all the looting and mayhem is directly tied to your primary quest. There are plenty of other quests here--a few side quests, an item for Ophala's Art Theft quest, one of the sites for the Search for Never's Tomb quest, and an arcane laboratory for the Cloaktower Membership quest. There are also some shops with good equipment--if you can find the local currency, that is.



- A- To City Core
- B- Bloodsailor Ship
- C- Callik's House
- D- Seedy Tavern
- E- Silver Sails Trading Company
- F- Hemmel Masterson
- G- Bloodsailor's Aqueducts Entrance
- H- The Androd Estate
- I- Arcane Laboratory
- J- The Golden Apple
- K- Twenty in a Quiver
- L- Seedy Tavern Side Door
- M- Hoff

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[Arcane Laboratory](#)

On the west side of the docks, you'll find another arcane laboratory. Use Eltoora's key to enter, then take the flask of water from the diving pool.

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Bloodsailor Ship

This ship is guarded by a small group of pirates. Kill them, and then loot their bodies. Their uniforms will help you gain entrance into the Seedy Tavern. Be sure to look in the chest on the deck of the ship itself--it contains the brooch for Daelan Redtiger's henchman quest.

Callik's House

Before entering the Tavern, explore the house located in the northwest of the district. Here you'll find a key that opens the Seedy Tavern's side door. You'll also find two smugglers' coins and the orders from Callik, the latter of which may come in handy later. The second floor is guarded by a Bloodsailor lieutenant (2nd-level wizard/5th-level monk).

Callik's Storeroom



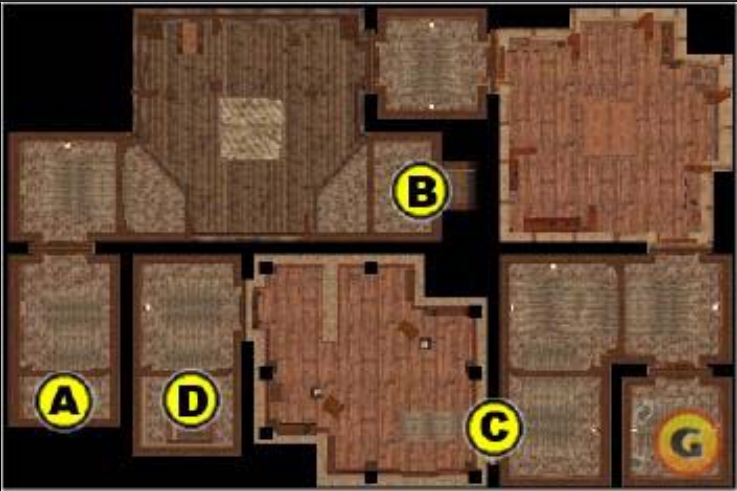
- A- To Docks
B- Trapped Hallway
C- Bloated Dire Spider

This area isn't necessary, but there's good experience and loot to be had. Follow the trapped hallway around to the big storeroom in the back. Kill the bloated dire spider (which won't be easy--it's 10th level) and loot the chests. Among some other decent items, you'll find two smugglers' coins.

The Seedy Tavern

- A- To Docks
- B- Jalek, Christov, and the Auctioneer
- C- Chef
- D- To Second Floor
- E- To Hideout

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There are two means of entry into the tavern: You can bribe the doorman or walk in for free by wearing a Bloodsailor uniform.

Once you're inside, talk to Jalek, who will challenge you to a drinking contest. Even if you lose, Christov will speak to you, give you some info about the pirates' power struggle, and give you a key to the downstairs hideout.

Talk to the auctioneer while you're here--he's got some good stuff for sale if you have smugglers' coins. Even if you don't want any of his items, you may as well spend the coins--they aren't good anywhere else, and you can sell his goods for gold elsewhere.



Drinking with Jalek.

If you go upstairs, you'll find a strange dwarf in a sauna who will give you some cryptic clues about the hideout below (including the password for the door). If you just want to start exploring the hideout, talk to the chef. He'll let you through if you have the password or if you can successfully persuade him. Use Christov's key and enter the hideout.

[Bloodsailor Hideout](#)



- A- To Seedy Tavern
- B- Bloodsailor Lieutenant
- C- To Lower Level

The first level of the Bloodsailor's hideout is fairly straightforward. While there are plenty of enemies to kill and chests to loot, the real action is down below. Just follow the hallways around, kill the Bloodsailor lieutenant guarding the stairs (3rd-level rogue/3rd-level barbarian), and continue down.

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The Silver Sails Trading Company

Dara'nei said that Vengaul would be found in the Silver Sails Trading Company or in the aqueducts. He isn't in either, but you'll have to go through both to find him. The Silver Sails is full of vermin (if you're in need

Join GameCreds	of some dragon's blood, head upstairs and loot the chest). Fight your way back to the locked door--Dara'nei's locket is the key. Behind the door you'll face a 10th-level bloated dire spider (also nearby is a 5th-level sword spider--don't try to take them both at once). Once the room is clear, head down into the aqueducts. Aqueducts If you didn't get the locket from Dara'nei, you'll need to use the orders from Callik to enter the aqueducts via the Bloodsailor's entrance. It's just south of the Androd Estate. Whichever path you take, find Charon and speak with him. He will send you to the sewers. Tomb If you enter the aqueducts from the Silver Sails, you will find a locked door next to a chest. Open the chest to find a riddle: "Tooth of the forge." Place the ceremonial sword (from the peninsula excavation site) in the chest to open another tomb. Inside, you'll find a sarcophagus containing the Ancient Symbol of Tyr. Return the symbol to Oleff or Gilles for your reward. The Sewers The ferryman's boat will deposit you in the sewers, where Callik's men are about to engage Vengaul's men in battle. Callik is a 4th-level fighter/5th-level rogue, and his guards are 1st-level fighters/2nd-level rogues. When he's dead, talk to Vengaul. He'll tell you the cockatrice feather is in the nearby crate. If you decide to attack Vengaul, he'll leave and you'll have to fight his guards (both 6th-level fighters). If you return to the street, you may be ambushed by assassins. If so, search their corpses for a note, which you should show to Fenthick. When you're finished in the docks, deliver the cockatrice feather to Aribeth at the Hall of Justice. « Previous PageNext: Blacklake »
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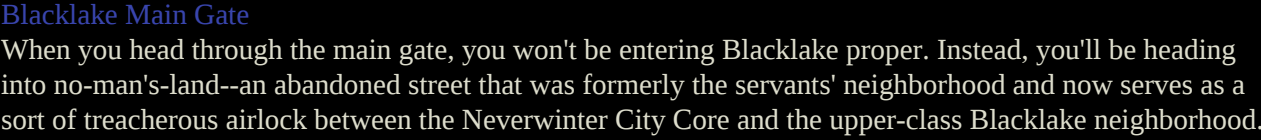
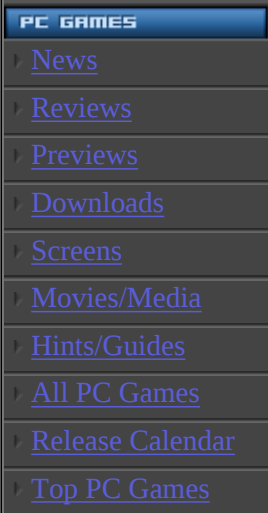
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- A- To City Core
- B- Cendran
- C- Loxar's Tower
- D- Abandoned House
- E- To Blacklake

Just north of the main gate, near the smoking pile of wreckage, you'll meet Cendran. He'll tell you a bit about no-man's-land and ask you to kill Loxar, a thuggish half-orc who has been terrorizing the area. You'll find Loxar in the remains of a tower located up the road. Loxar is a 10th-level fighter and has a rabid dog with him as well. Return Loxar's head to Cendran for a small number of experience points, then head toward the main gate.

You may be ambushed by assassins near the gate. If so, search their bodies for a note, and take it to Fenthick at the Hall of Justice Sanitorium. Before entering Blacklake, visit the abandoned house in the northwest corner--inside a desk you'll find the iron ring needed for Grimgnaw's quest.

There are two people to speak with here. First, talk to Thurin. He's the militia captain, and he'll ask you to search for Samuel, an inspector who has mysteriously disappeared. If you bought the gauntlet key from Graxx in the Trade of Blades, talk to the bartender to gain admittance to the gauntlet.

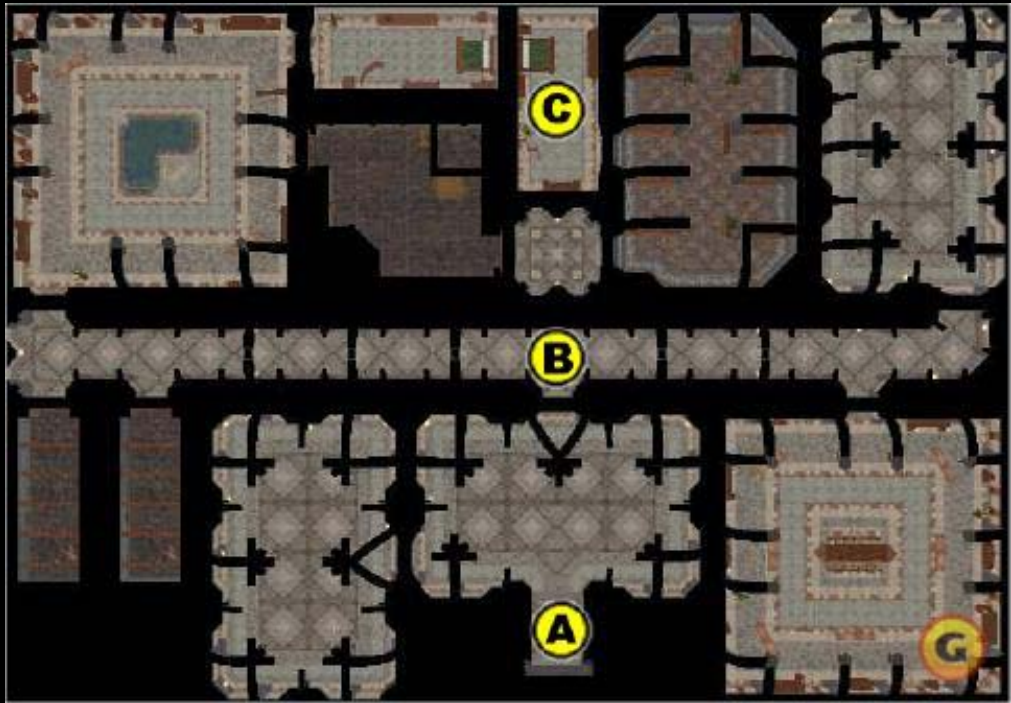
Talk to Kellisai when you're ready to begin battle, but you may want to do some recon on your opponents by talking to the spectators. You will face four opponents. The first is Hrusk, a 5th-level barbarian who uses a flaming hand axe. Next up is Fashi, a 6th-level monk. Your third opponent is Agar, a 6th-level half-orc fighter.

Your final opponent is Claudius, and the crowd (and other competitors) will warn you that he's invincible and probably not for copacetic reasons. Before the fight, talk to Kellisai and ask her to "keep the battle fair,"

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and then use whatever means you can to make sure that she casts Dispel Magic on both of you (you can bribe or persuade her, and human characters can play the race card). If you beat Claudius, you'll receive the Gauntlet Championship Award and ownership of the tavern (which will earn you very little money during the short time you are in Neverwinter).

The Rumbottom Estate



A- To Blacklake
B- Long Hallway
C- Thoms Rumbottom

Before investigating Meldanen, finish up the ongoing quests in Blacklake. The first stop is Thoms Rumbottom's Estate. It won't be hard to talk your way past the guard. Once inside, make your way to the long hallway, patrolled by a noble guard (3rd-level fighter). You'll find Rumbottom in the central bedroom of the estate, accessible from the west wing. The coveted (by Ophala, at least) portrait of Sir Reginald Rumbottom III is in a nearby chest. The chests in his house are fairly high-class, so you may want to bring Tomi along, or be prepared to do some significant bashing or casting.

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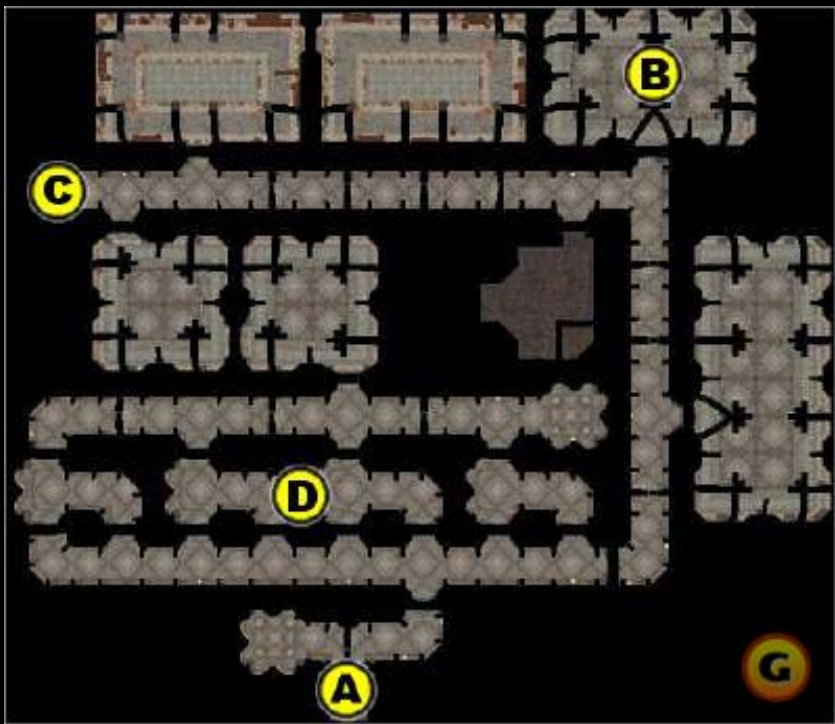
The Hodge Estate



- A- To Blacklake
- B- Kitchen
- C- Study

Here you'll find another item for Ophala, a gilded urn. Talk your way past the guard and enter. The Hodge Estate is full of traps, so move around in detect mode. Hodge himself is long gone, as the cook in the kitchen will tell you, but luckily he didn't take all of his loot with him. You'll find the gilded urn (and a note for Ophala) in a chest in the study, located in the northwestern corner of the house.

The Blacklake Zoo



A- To Blacklake
B- Montgomery Weatherson's Room
C- To the Grove
D- The Pens

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Nyatar wants the animals freed and gave you a key to help with the task. Pay the entrance fee and enter. Once you leave the public area you'll face a fair number of guards. You'll find Montgomery "Sureshot" Weatherson in the northwestern room. He's a 7th-level ranger with bow skills (including the point-blank shot feat) that earned him his nickname. Kill Montgomery, loot his room, and then head into the grove through the door at the west end of the north hallway.

Use the Transport via Plants scroll from Nyatar on the tree. Go back into the zoo and into the central rooms. Here, you'll find the master of the pens, a 4th-level ranger. Kill him and pull the lever to open the cages. Make sure the path is free of guards, then tell all of the animals to head out into the grove. Go into the grove and talk to the animals; they'll step through the portal to freedom. Return to Nyatar at the Great Tree to receive your reward.

[Arcane Laboratory](#)

A lab for the Cloaktower Membership quest can be found near the western wall of the city. Enter with Eltoora's key, and take the puff of fog from the alchemist's apparatus.

[Tomb](#)

Outside the house in the southeast is a young girl named Punkin, who will tell you that something strange is going on in the house. Enter and speak with Telma, who will reluctantly tell you about her recent troubles. Examine the bookshelf and say "Halueth," which will open the passageway to the tomb. In the passageway, open the chest and read the riddle: "A splinter delivered in flight." Put the ceremonial arrow from the peninsula excavation site in the chest, and enter the tomb.

Inside, you'll face four invisible Swords of Never (8th-level fighters). Loot the sarcophagus for Halueth's rusted armor, which you can return to Oleff or Gilles for your reward.

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Yonia



Daelan

UNPAUSED
Montgomery "Sureshot" Weatherson damages Cymande Bendt: 3 (3 Physical)

PAUSED
Sneak Attack : Yonia attacks Montgomery "Sureshot" Weatherson ; *hit* : (16 + 9 = 25)




Shout:

F1		1	F2			F3		3	F4		2	F5		1	F6		2	F7		1	F8		0	F9		2	F10		1	F11		*
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Formosa

Near the main gate, you'll see a small gathering of citizens listening to Formosa, a comely half-elf. Interrupt the girl and she'll tell you about Meldanen, a local resident who is hoarding grain, among his more frightening crimes. The part about collecting "magical abominations" may be a lead as well. Accept Formosa's quest to kill him and get his warehouse key--there are numerous resolutions to this story, but you won't need to decide on a course of action until you actually meet Meldanen.

Meldanen's Estate (Gate)

Now we start investigating Meldanen. There are two routes into his estate. The quickest is the front door, which you can access by killing his guards or by bribing Orrean (half-elves can get a discount on the bribe). There are cheaper and/or less violent means as well, and speaking with Orrean outside the estate will give you a vague clue that relates to Meldanen's love life.

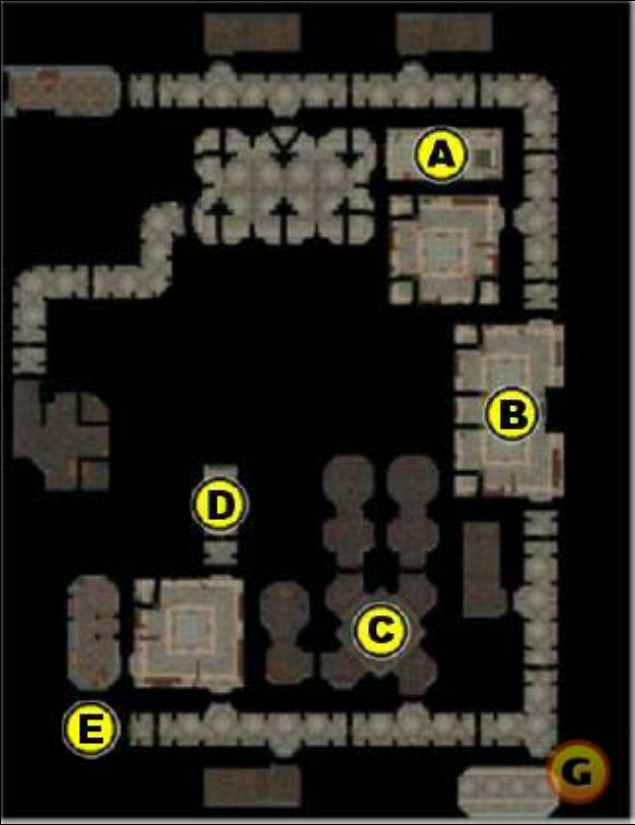


Formosa leads the uprising against Meldanen.

Milly's House

Find Milly, the laundry woman who wanders around the northwestern area of the district. She'll tell you about her past relationship with Meldanen and that he set up a portal in her house presumably to make booty calls all the easier. She'll give you her key, and you'll find the portal behind the jeweled door in her house.

Meldanen's Estate



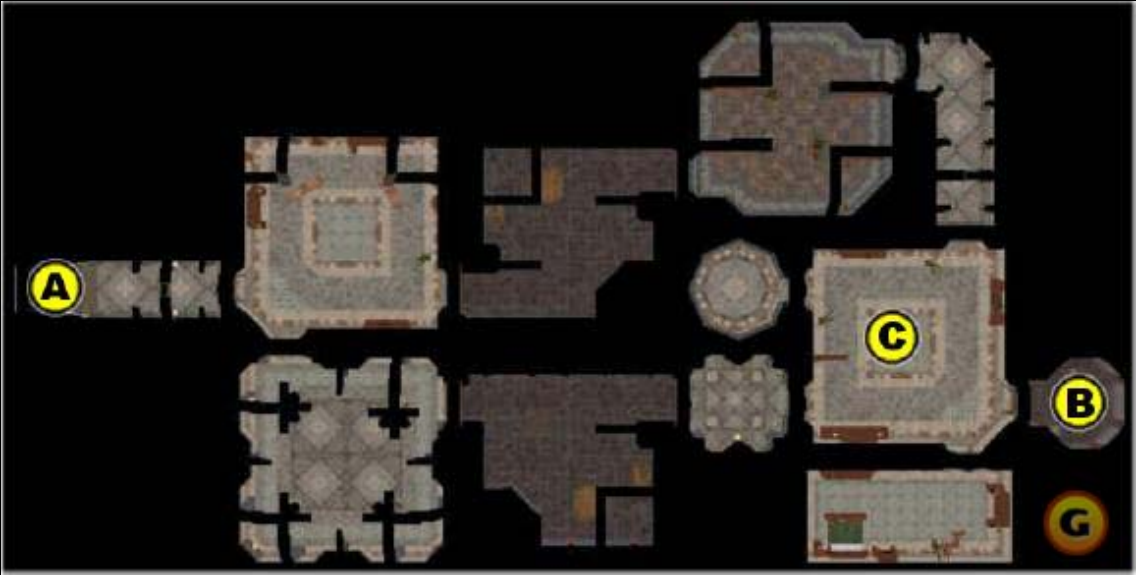
- A- Portal from Milly's
- B- Front door
- C- Cells
- D- To Meldanen's Sanctum
- E- Alchemist's Laboratory

No matter how you get into the estate, you'll need to deal with Grommin, the 5th-level barbarian half-orc that guards the front door. You can convince him that you are a guest or provoke him to attack you. Past Grommin you'll find the prison cells, where Meldanen keeps his kidnapped victims. Samuel is here, and you can free him to complete the Samuel's Rescue quest from Thurin at the Board Laid Bare.

Before descending to the lower level, explore the lab (guarded by a 4th-level wizard) at the west end of the south hallway. It's stocked with some decent potions. Meldanen's apprentice, an 8th-level sorcerer, guards the stairs down.

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Meldanen's Sanctum



A- To Meldanen's Estate

B- Imprisoned Dryad

C- Meldanen's Chamber

There are two paths through the sanctum, and both are well guarded and have decent loot. You'll also encounter another of Meldanen's apprentices (another 8th-level sorcerer). Speak to the dryad in the cell, and Meldanen will appear. Fight him until he surrenders, and you'll be given several choices. You can kill him, let him go (but take his tooth for Formosa), or agree to kill Formosa for a bigger reward. Be sure to get the warehouse key as part of the deal. Whichever route you take, free the dryad and she'll give you a lock of her hair.

Return to Formosa and give her the tooth and the key (or, if you're evil, kill her). She'll reward you and then be gone in 60 seconds to raid the tomblike warehouse, which you can explore once she's inside. Finally, deliver the dryad's lock of hair to Aribeth.

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A banner for the Neverwinter Nights Game Guide. The background features a dark, atmospheric scene with a full moon on the left, a dragon-like creature in the center, and a warrior on the right. The title "NEVERWINTER NIGHTS" is prominently displayed in a stylized, glowing font. Below the title, the words "GAME GUIDE" are written in a blue, serif font. At the bottom, there are five navigation buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted), "CHEAT CODES", and "TABLE OF CONTENTS". In the top right corner, there is a small red icon and the text "Get The Downloadable PDF".

Beggar's Nest

You've doubtlessly heard the complaints of the displaced citizens scattered around the city core: Beggar's Nest is teeming with undead. You might want to take Linu along to do some turning. There are a few secondary quests here, and you'll be able to complete sections of the Cloaktower Membership and Search for Never's Tomb quests. And if you're wondering what that big, unreachable building is in the northeast corner, it's your alma mater, the Neverwinter Academy.



- A- To City Core
- B- The Shining Serpent
- C- Jemanie and Torin's House
- D- Snake Cult Estate
- E- Krestal's House
- F- Warehouse
- G- Aldo and Mattily
- H- Thomas Wheelwright Wagon Repair
- I- Temple of Helm
- J- Marcus' Body
- K- Siril's Bakery
- L- Arcane Laboratory
- M- To Great Graveyard

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Entering the Great Graveyard

Getting to the graveyard isn't easy. There are two routes, with the Snake Cult Estate being the easier and quicker of the two. You may want to explore both routes, though, because you'll get some good loot and experience points. And if you want to finish the Missing Guard quest to find Walters, you'll need to explore the warehouse. The Missing Brother quest, given to you by Jemanie, can be completed through either route.

Jemanie's House

Your first stop should be Jemanie's house, located in the central western part of Beggar's Nest. Jemanie is concerned about his brother, Torin, who has fallen in with a strange cult headquartered in a house to the north. One interesting bit of information: The undead completely avoid the house in question. Jemanie will give you the estate wardstone to get through the force field blocking the door.

The Snake Cult Estate



- A- To Beggar's Nest
B- Summoning Chamber
C- Snake Cult Leader
D- Stairs to Crypt

You'll face a few cultists as you enter this house and a few more in the summoning chamber. Don't worry if they finish the ritual--their summoned creature is just a 1st-level imp. In the next room is the Snake Cult leader, a level-6 cleric. After the leader is dead, go down the stairs into the crypt.

Krestal's House

Go upstairs to talk to Krestal. He will tell you about his former gang, the chart-topping Sword Coast Boys, and how the leader, Drawl, made a strange deal that turned many of the gang into the undead. He'll also mention Walters, the missing guard and apparently a former Sword Coast Boy, and tell you that Drawl and his undead are in the warehouse.

The Warehouse

The first level of the warehouse shouldn't be much of a problem--just three rooms of old-fashioned zombie killing. It's the lower level that's a bit of a challenge.

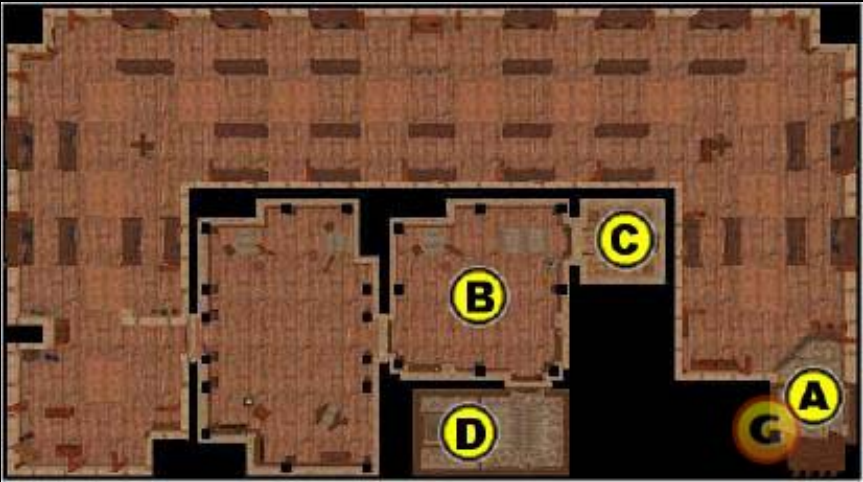
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A- Stairs to Upper Level

B- Drawl

C- Walters

D- Stairs to Crypt

If you don't have Linu with you or have some turning ability of your own, you'll wish you did. There are so many zombies in this warehouse you'll think they're being exported. Make your way through the long hallway until you reach Drawl's room. You'll overhear a brief conversation between Drawl and Walters, and Drawl will mention someone named Gulnan. Enter the room and be ready for a fairly challenging fight with the 8th-level Drawl.

After you kill Drawl, talk to Walters. He'll head back to the main gate, and you can venture down into the crypt.

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Next: The Great Graveyard, continued »



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reported greatness here, there are a few areas of interest in the graveyard.

Tomb

Those doing the Search for Never's Tomb quest will want to open the chest near the tomb to the west. There you'll find a riddle: "A wall at arm's length." Put the ceremonial shield from the peninsula tomb in the chest, and the door will open. Inside the tomb, open the sarcophagus to find the *Ancient Chronicles of Halueth Never*. Return the book to Oleff (or Gilles) for your reward.

Warrens of the Damned



- A- To Great Graveyard
- B- Torin's Body
- C- Store room
- D- Jared
- E- Gulnan's Chamber

Follow the passage to the east, and unlock the door in the far chamber. There you'll find the corpse of Torin, Jemanie's lost brother, who has passed to the other side. Search the body for an ancient key and Torin's ring.

You can find this same key in the room in the northwest corner. Here, you'll also find Gulnan's journal in a cabinet. If you haven't guessed by now, Gulnan is the Yuan-Ti necromancer needed for the main quest. Before you face her, you may want to check the small prison at the west of the warren, where you talk with the Snake Cult leader, Jared. He won't tell you much, and you can let him go or just let him sit there.

Now, it's into the main chamber. Gulnan is a level-12 cleric who will cast some pretty serious direct-damage spells. You can halt the tides of undead guarding her by destroying the pedestal in the western section of the chamber (as alluded to in her journal). When Gulnan is dead, take the Yuan-Ti heart (as well as some good items) from her corpse.



Shattering the undead generator.

Return to Jemanie to deliver Torin's ring and its accompanying bad news (you'll get to keep the ring, which is worth a bit of gold). Then visit Harben to get your reward for stopping the undead. You may be ambushed by assassins near the Shining Serpent. If so, search their bodies for a note, and take it to Fenthick at the Hall of Justice Sanitorium. Finally, teleport to the Hall of Justice and deliver the heart to Aribeth.

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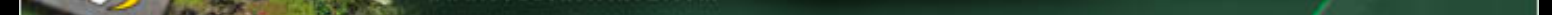

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The Plague Cure

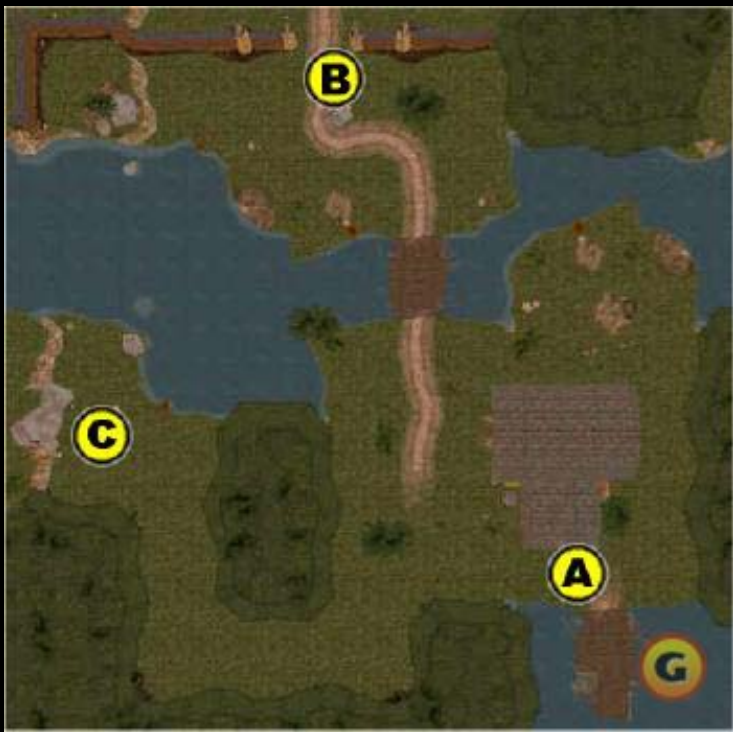
After you've returned all four of the necessary ingredients--the devourer brain, the cockatrice feather, the lock of dryad hair, and the Yuan-Ti's heart--to Aribeth, the priests of Tyr will be ready to create the plague cure. You'll have an opportunity to finish up any last-minute duties, so buy anything you need and finish up any unfinished quests. When you're ready, proceed to the Ritual Chamber. Be sure to take a henchman with you, because you won't have another chance to hire one until Chapter Two (there are plenty of undead in your immediate future, so Linu is a good choice for nonclerics).

Talk to Aribeth, Fenthick, Desther, and Nasher, and then the ceremony begins--and then ends unexpectedly. Bet you didn't see that coming, huh? Desther seemed so nice! Take out his minions, then follow him into the portal.



Creating the plague cure.

The Road to Helm's Hold

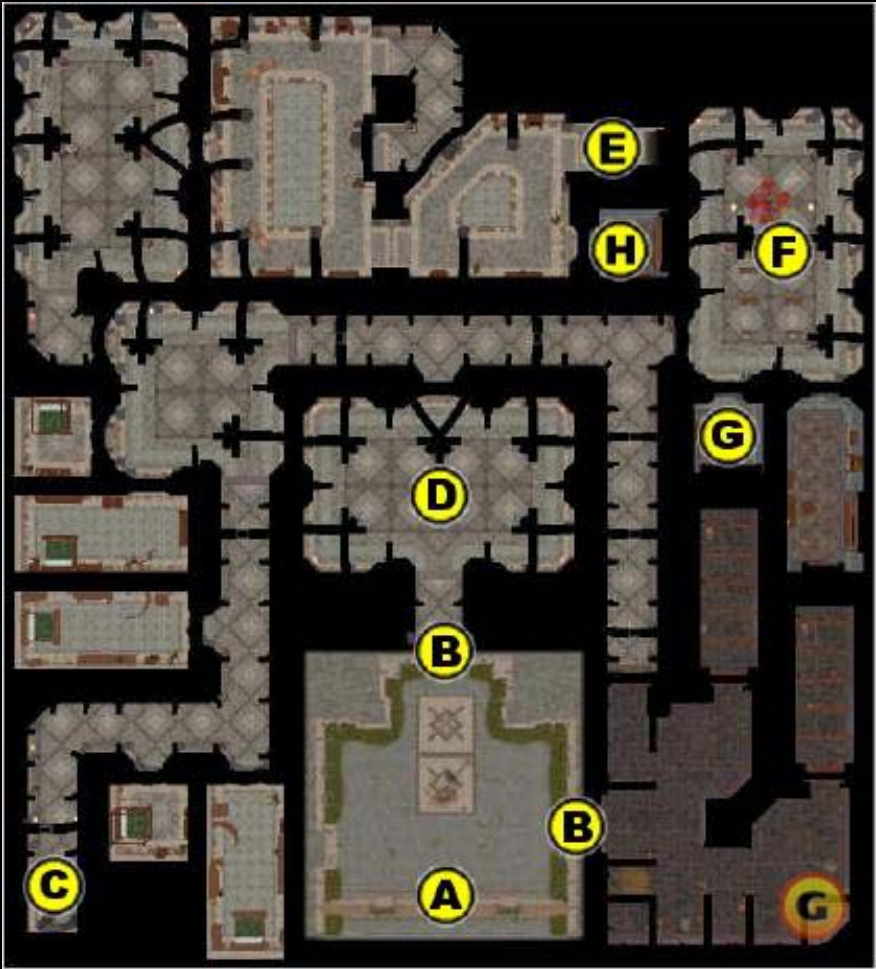


- A- From Neverwinter
B- To Helm's Hold Courtyard
C- To Helm's Hold Prison

Bregan, a local farmer, will tell you that Desther has just headed north to Helm's Hold. There are two ways into the hold: through the front gates and through a cave to the west. As you approach the gate to the north, you will encounter a strange visage. She will impart some cryptic information about Desther and his plans. If you choose the cave route, you will face a small group of undead (and enter Helm's Hold through the prison).

Helm's Hold, Ground Floor

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- A- To Road
- B- Courtyard Door
- C- To Prison
- D- Guardian Room
- E- To Upper Floors
- F- Summoning Chamber
- G- Library
- H- Library

In the courtyard, you will face two groups of undead. Search the body just to the east of the main gate-- you'll find an etched gem. Take the gem to the guardian chamber and place it in the altar. Several suits of guardian armor will appear and begin fighting the undead throughout the hold. You don't need to go down to the dungeon, but there are experience points and loot, as well as some information, to be had.

Chaohinon of the Void and the Guardian of Helm

In the summoning chamber, you'll find a trapped demon. Do as he says and grab the *Black Grimoire* from the southern library. Talk to him once you have the book, and you can either free him or banish him. If you banish him, take the *Book of Helm* from the library to the west (guarded by a False Helmite Elite, 4th-level cleric/4th-level monk). This book will enable you to summon the Guardian of Helm. Both Chaohinon and the guardian will give you a reward for helping them. Chaohinon will give you insight, power, a weapon, or an item. The guardian spirit will give you the same options.



You can choose to banish Chaohinon or set him free.

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The screenshot shows a third-person view of a character in a dark, stone-walled room. The character is standing near a large, ornate stone structure. The interface includes a mini-map in the top-left, a character portrait and name 'Yorla' in the top-right, a dialogue box at the bottom showing a conversation with 'Chachinon of the Void', and a hotbar at the very bottom with various icons and numbers.

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A banner for the Neverwinter Nights Game Guide. The background is dark with a blue and purple color scheme. On the left, there's a character in a dark, ornate suit. In the center, the title "NEVERWINTER NIGHTS" is written in a large, stylized, glowing blue font. Below the title, the words "GAME GUIDE" are written in a smaller, blue, serif font. On the right, there's a character in a light-colored, ornate suit. The banner is framed by decorative, swirling patterns on the sides.

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900 hit points. Once he surrenders, loot everything in the vicinity, then take him back to Neverwinter.

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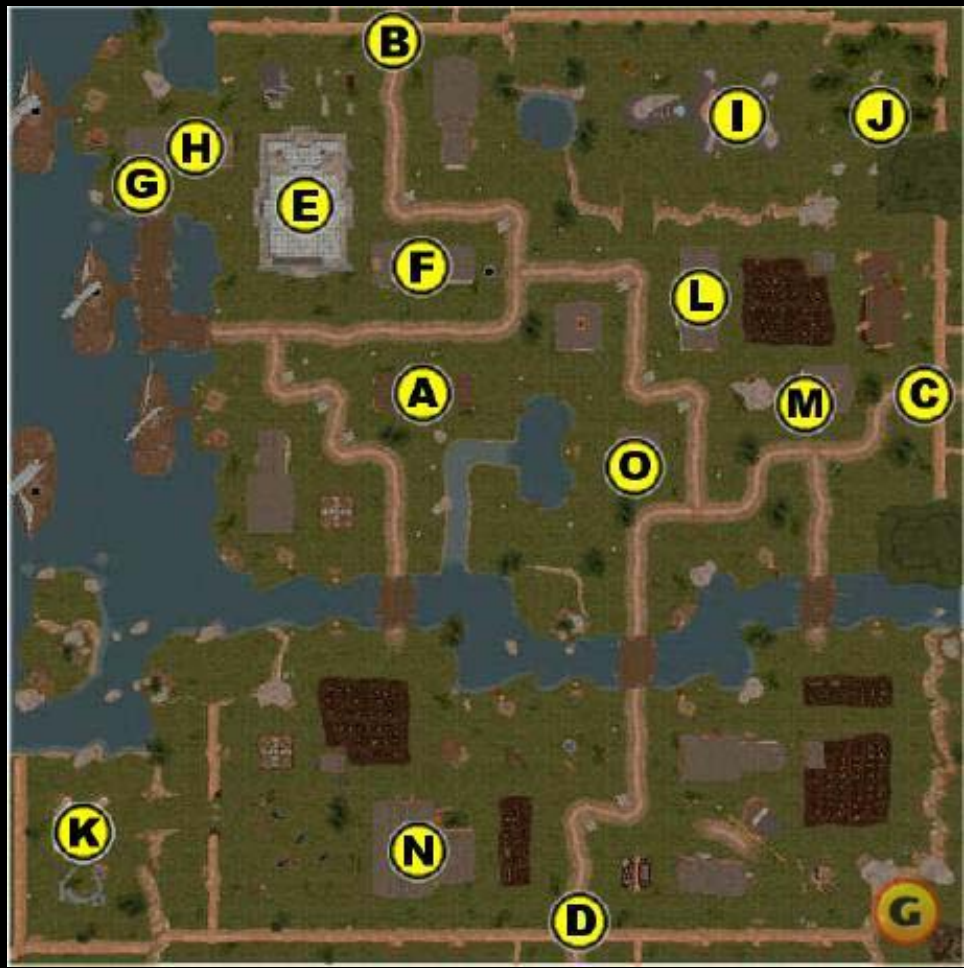
A banner for the Neverwinter Nights Game Guide. The background features a dark, atmospheric scene with a full moon on the left, a dragon-like creature in the center, and a warrior on the right. The title "NEVERWINTER NIGHTS" is prominently displayed in a stylized, glowing font. Below the title, the words "GAME GUIDE" are written in a simple, white font. At the bottom, there are five buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted), "CHEAT CODES", and "TABLE OF CONTENTS". In the top right corner, there is a small icon of a person and the text "Get The Downloadable PDF".

A screenshot from the game Neverwinter Nights 2. The main view shows a character named Yonia, a dark-skinned figure with a hood, standing in a stone-walled room. Yonia is surrounded by red, swirling magical energy. In the background, a large, ornate statue of a man in armor is visible. A dialogue box in the top-left corner shows a character named Desther, a man in a red and gold robe, speaking. The dialogue text reads: "You delay in returning me to Nasher and the precious Lady Aribeth. Hurry with your looting and let this farce come to an end." Below the dialogue box, a list of three options is shown: "1. Shut up. I'm going to look around this place before I take you back.", "2. I have other questions I need to ask.", and "3. Enough! I'm taking you back to Neverwinter right now!". The bottom of the screen features a status bar with various icons and a "Shout:" text field. The bottom-right corner has a large yellow "G" logo.

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A banner for the 'Neverwinter Nights' game guide. The title 'NEVERWINTER NIGHTS' is prominently displayed in a stylized, glowing font. Below it, the words 'GAME GUIDE' are written in a smaller, blue font. The banner features several character portraits: a knight in armor on the left, a mage with a staff in the center, and a warrior with a sword on the right. The background is dark and atmospheric, with a full moon visible on the left.

Your base of operations for Chapter Two is the large city of Port Llast. It's filled with shady characters, confusing motives, and dozens of secondary quests. Adding to your troubles: While you're hunting for the cult, the cult is hunting for you. But as you learned in Chapter One, Desther was just a hired hand. It's time to start looking for the boss.



- A- Kendrick's Barracks
- B- To North Road
- C- To East Road
- D- To South Road
- E- Temple of Tyr
- F- The Alliance Arms Inn
- G- Shady Character
- H- Dockhouse
- I- Eltoora's Laboratory
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Women can speak to Aarin and start a romantic thread with him. He will give you an amulet that can cast Light an unlimited number of times a day.

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A banner for the Neverwinter Nights Game Guide. The background features a dark, atmospheric scene with a full moon on the left and a fiery, skeletal figure on the right. In the center, the title "NEVERWINTER NIGHTS" is written in a large, stylized, glowing blue font. Below the title, the words "GAME GUIDE" are written in a smaller, blue, serif font. At the bottom, there is a navigation bar with five buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted with a white border), "CHEAT CODES", and "TABLE OF CONTENTS". In the top right corner, there is a small red icon of a book and the text "Get The Downloadable PDF".

Gerrol's Wife

Farmer Gerrol's son will approach you as you leave the barracks, and you'll be given the Gerrol's Wife quest. You'll be heading to the North Road soon enough to help his father.

The Alliance Arms Inn

This Inn is a hub of activity. You can pick up a few secondary quests here, and there are several people to talk to about your primary quest. A few of the quests that originate here later in the chapter can also be triggered at the Green Griffon Inn. It will just depend on which inn you visit at the appropriate time.

There are several people you should talk to on your first visit to the inn. First, chat with Alhelor and Anders about the Black Wolf. Next, speak with Elaith, who will give you the Serpent's Gems quest. He'll give you the key to Wanev's Cottage to start your search. The gems are located in the following places: the summoning room in Wanev's Tower, Zamthira's room at the Green Griffon Inn, and Setara's House in the heart of the Neverwinter Woods.

Several patrons will approach you. A halfling named Solomon will give you a ring, insisting that you take it as a reward for saving his family from the plague. Another persistent stranger (either Jaheel or Tarran) will request your aid in finding a lost brother, starting the Poor Neva quest.

You may also want to talk to Darktongue Breakbone, who claims to have been injured while searching for the cult himself. Darktongue will be very interested to learn if you find out where the cult is hiding. Very, very interested indeed.

Temple of Tyr

The local Temple of Tyr is accessed through a portal. Here, you'll meet Neurik, your free healing dispenser for this chapter. Talk to Neurik to learn more about the Black Wolf, and you'll be given the Werewolf Hunter quest. You'll need to hunt down three local youths who have been turned into werewolves and give them a silver charm to cure their lycanthropy. Bran can be found in a cave along the south road, Geth will attack you on the east road, and Urth can be found upstairs at his parents' farm in Port Llast.



There are several patrons to speak with in the Alliance Arms Inn.

Once you've cured (or killed) the three, you'll need to find Sir Karathis in his cave near the Green Griffon Inn, then hunt down the real Black Wolf right here in town.

Eltoora's Lab

Eltoora of the Many-Starred Cloak guild needs you to find five Imaskarran tomes. Once you find them, you can use her lab (located through the portal behind her) to make some decent items. Just put the two components in the chest and cast the appropriate spell.

The *Tome of Life* (fenberry + quartz crystal, cast Endure Elements = Ring of Elemental Resistance) is in the Tomb of the Arcane Brotherhood. The *Tome of Resonance* (ettercap silk gland + fenberry, cast Lightning Bolt = Wand of Lightning) is in Setara's House. The *Tome of Death* (ettercap silk gland + skeleton's knuckle, cast Improved Invisibility = Ring of Protection +3) and the *Tome of Fire* (fire beetle's belly + quartz crystal, cast Fireball = Staff of Power) can both be found in Jhareg's Castle in Charwood. The former is in Karlat's library, the latter in Quint's. The *Tome of Ice* (skeleton's knuckle + quartz crystal, cast Mage Armor = Amulet of Natural Armor +3) is in Wanev's Tower.

Ballard

To the east of Eltoora you'll find Ballard, a ranger who will tell you of strange animal attacks in the

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Neverwinter Woods.

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The screenshot displays the Neverwinter Nights game interface. At the top, a banner features the game's title "NEVERWINTER NIGHTS" in a stylized font, with "GAME GUIDE" below it. Navigation tabs include "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS", "CHEAT CODES", and "TABLE OF CONTENTS". A link labeled "Back" is positioned below the banner. The main area shows a quest log on the left with a portrait of "Darktongue Breakbone" and a list of objectives: "1. I have nothing to tell you." and "2. I have explored the caves that you mentioned. There was a cult member there who was stirring up trouble." The central part of the screen shows a 3D game scene with a character in red and blue armor standing on a wooden floor, with a black panther-like creature nearby. On the right, a character portrait of "Daelan" is shown, along with a list of items: "Yonia" and "Summoned". At the bottom, a chat window shows messages from "Jakeel" and "Darktongue Breakbone". A "Shout:" button is located to the left of the chat window. A toolbar at the very bottom contains various icons for different actions, with numbers 1 through 12 indicating specific functions.


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A banner for the Neverwinter Nights Game Guide. The background features a dark, atmospheric scene with a full moon on the left, a dragon-like creature in the center, and a warrior on the right. The title "NEVERWINTER NIGHTS" is prominently displayed in a stylized, glowing font. Below the title, the words "GAME GUIDE" are written in a blue, serif font. At the bottom, there are five navigation buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted), "CHEAT CODES", and "TABLE OF CONTENTS". In the top right corner, there is a small red icon and the text "Get The Downloadable PDF".

In the dockhouse, you can get some easy experience points and cash. Talk to Captain Mung and Prichev and settle their dispute. If you convince Prichev to let the captain take the shipment to Waterdeep, you'll get a bit of money, but you'll get much more if you convince the captain to take the relief shipment to Neverwinter.

Start your werewolf hunting here. Urth's parents won't be very helpful, so just charge upstairs. Urth is a fairly powerful opponent--a 16th-level fighter. When you've done enough damage, he'll surrender. Convince him to use the charm--through persuasion or intimidation--and he'll be cured.

- This unassuming house is actually a bit more than it appears. If you're looking for the Serpent's Gems for Elaith, you'll want to stop here first. When you enter the house, disarm the trap near the stairs and go down into the basement.

As you move through the basement, pick up some skeletons' knuckles (at least two, though you'll need more to make items in Eltoora's laboratory), a fire beetle's belly, and a slaad tongue (the latter is found in a bookshelf in the library). In the bedroom, you'll find Wanev's bedroom journal, which will give you some clues about the puzzle ahead (and its reward). Fight the flesh golem near the stairs to the kitchen and climb up.

Upstairs, you'll find Wanev's cookbook. Put the necessary ingredients in the brazier (two skeletons' knuckles, a fire beetle belly, and a slaad's tongue) to open a portal. Step in and search the chests to find Wanev's lab journal, which describes a tower he is building to the south, and Wanev's wardstone.

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	Another cult agent who will track you down is Vardoc. Before he strikes, you will hear a great deal about him from various terrified patrons at the Alliance Arms and the Green Griffon. He will finally attack after you've investigated Neva's disappearance. Vardoc is pretty tough--he's a 1st-level fighter/12th-level rogue/1st-level barbarian, with a wide assortment of combat-related feats and skills. Like Solomon, he will attack you on any of the three roads when the time is right. When Vardoc is dead, be sure to search his body for an informative letter.
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The North Road

The North Road leads to Luskan and consists of two fairly large areas--this first section of the road and the Green Griffin Inn. It also contains one of the bigger areas you've explored thus far--a series of caves inhabited by orcs, ogres, bugbears, and goblins.



- A- To Port Llast
- B- To Green Griffon Inn
- C- To East Road
- D- Farmer Gerrol
- E- Bugbear Caves
- F- Goblin and Orc Caves

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Next: The Caves »

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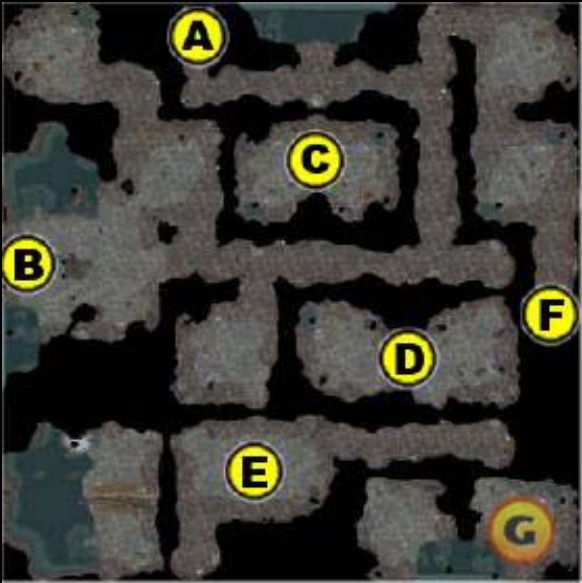
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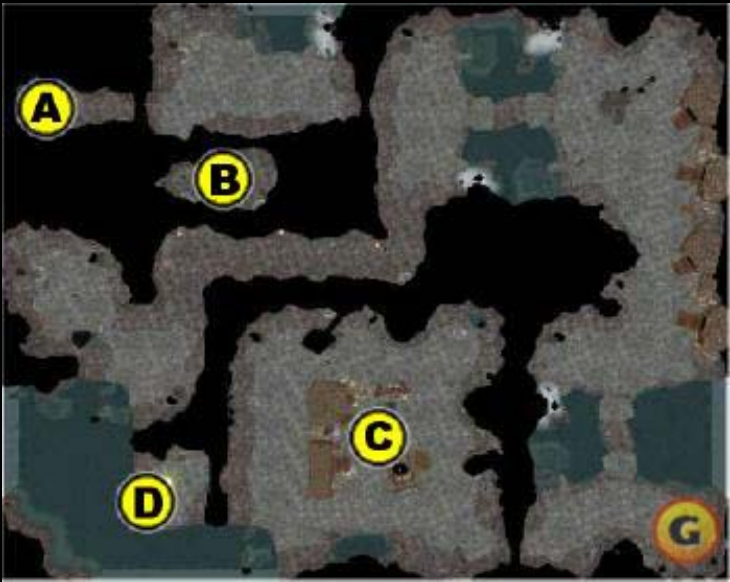


- A- To Goblin and Orc Caves
- B- To North Road
- C- Bugbear Chief
- D- Leah
- E- Beastmaster and Wolf Pens
- F- To Ogre Caves

In the bugbear chief's room, you'll find a fair amount of treasure. He's a 20th-level fighter, and he has some guards with him. The Beastmaster to the south is much easier (2nd-level fighter), but he'll let the dogs out. Dire wolves, really.

Your most important task here is to free Leah, Gerrol's wife. She can be found in the central prison area. Make sure the path to the exit is clear before setting her free. Once she's safely out, the Ogre Caves await.

Ogre Caves



- A- To Bugbear Caves
- B- Nuglat
- C- Dergiab and Ganon
- D- Portal to North Road

A half-orc prisoner named Nuglat is being held near the Bugbear Caves entrance. He knows a good deal about the "master." Dergiab is an ogre mage and has taken up with the cult. Free or fight Nuglat, then head toward the southwestern chamber.

Dergiab (7th-level wizard/6th-level fighter) and Ganon (10th-level rogue) will make for a tough duo. In addition to a variety of spells, Dergiab wields a +1 double axe, and Ganon's flail can cause fear when it strikes. Kill them both, loot their loot (be sure to get Ganon's journal from the nearby chest), and return Dergiab's head to Gerrol. The portal to the west will make the trip to the surface much easier.



Nuglat will help you if you free him from his cell.

Port Llast Mines

These mines will be closed to you until the end of the chapter. See the "Journey to Luskan" section for details.

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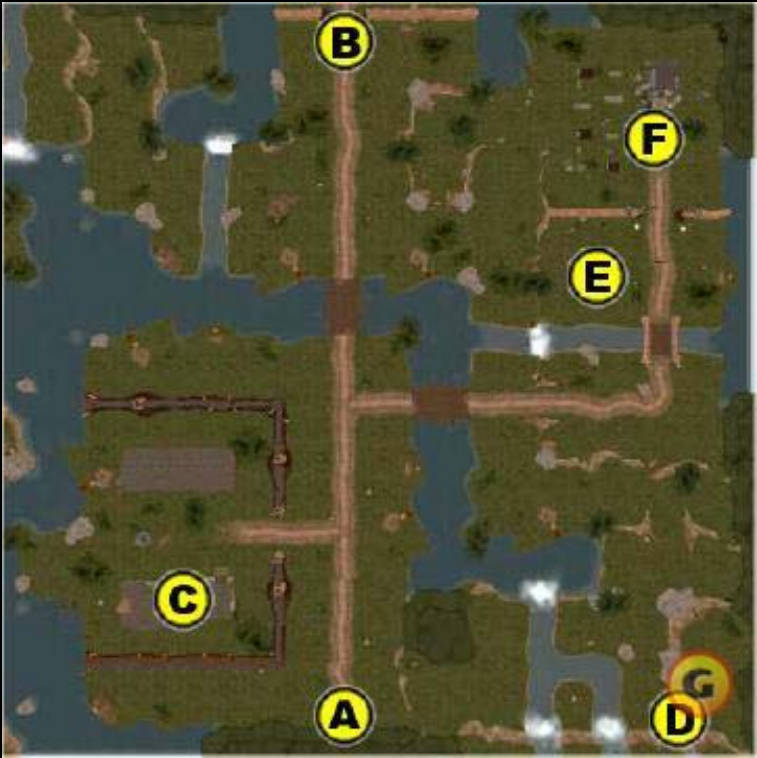
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North Road: Green Griffon Inn

This area is full of interesting, and completely optional, challenges, including The Tomb of the Arcane Brotherhood in the northeast and the Inn itself, which is featuring a particularly interesting contest. Luskan, currently closed to visitors, lies to the north.



- A- To North Road
- B- To Luskan
- C- The Green Griffon Inn
- D- Werewolf Cave
- E- Caretaker's House
- F- Tomb of the Arcane Brotherhood

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Green Griffon Inn

The Green Griffon Inn is bustling. Talk to some of the customers to learn about a contest being held by the proprietor, Mutamin. Find Kasma to learn more about it.

Before asking Mutamin if you can participate in his challenge, speak to Zamthira. She comes on strong, but it's worthwhile to string her along. Follow her up to her room, where you'll find one of Elaith's coveted Serpent's Gems in a chest. You can intimidate her or just attack her to get the gem.



Kasma will tell you about Mutamin's Challenge.

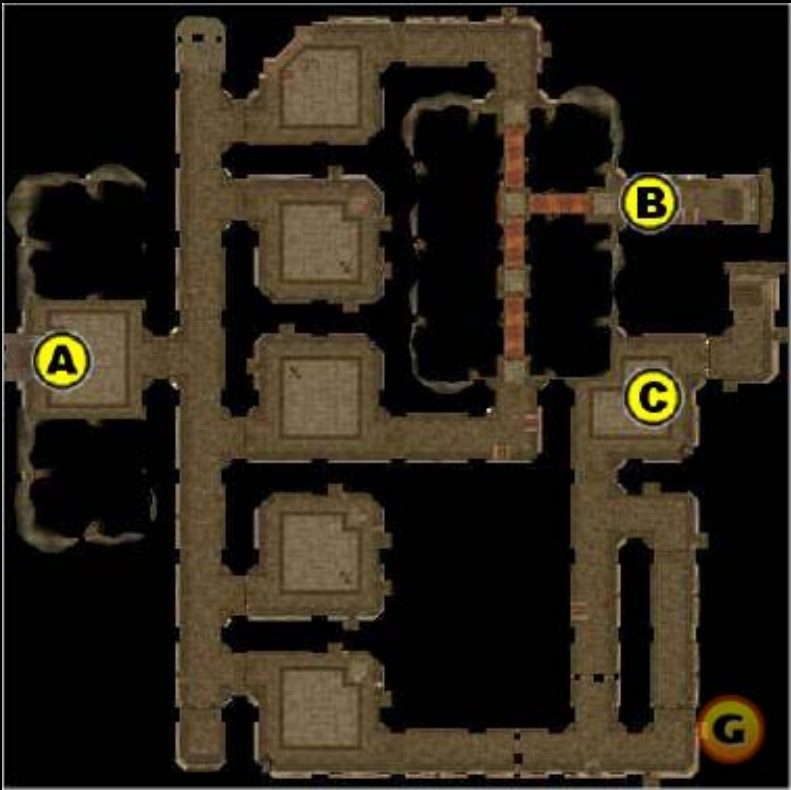
While you're on the second floor, knock on some doors. In the last room on the right, you'll find Zor (10th-level monstrous/4th-level fighter), one of the escaped convicts from the Bounty Hunt quest. Beat him down until he surrenders, then listen to his sad tale. Unlike the other cons, Zor won't surrender completely. So you'll have to kill him when he attacks you again. Take his ear to Kendrack for your reward.

While in the inn, you may be approached by Jaheel or Tarran and given the Poor Neva quest, if you haven't already received it.

Mutamin's Challenge

When you're ready to take the challenge, talk to Mutamin for permission. Head down to the basement and pay your entrance fee of 500 gold. A word of warning: It isn't called a challenge for marketing reasons.

Mutamin's Challenge: Entryway



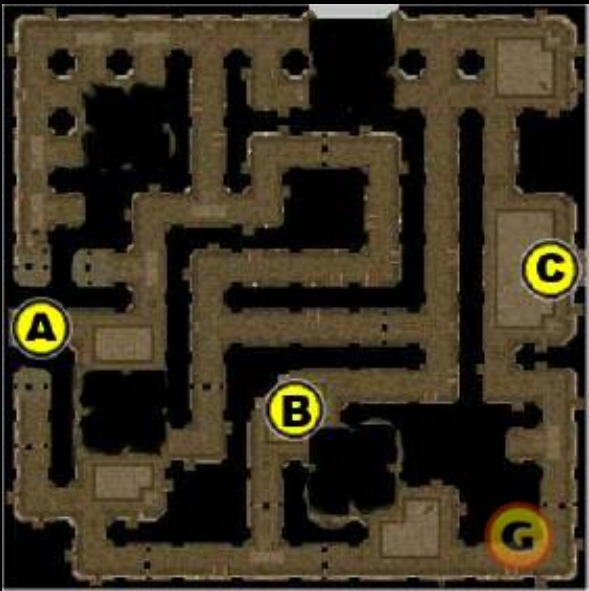
A- From Green Griffon Inn
B- To Minotaur Maze
C- To Final Challenge

The first area of Mutamin's Challenge is filled with vermin, ettercaps, flesh golems, and dire hell hounds.

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There are two exits, one to the minotaur maze (which is totally and absolutely optional) and the other to the final challenge. The minotaur maze is guarded by a nasty queen spider (11th level). The other exit is guarded by a Yuan-Ti (5th-level fighter/8th-level wizard). You can either attack her or answer her riddles. Answer wrong, and she'll attack. The first answer is 15. To get her "prize" (which you won't need), you'll need to answer a tougher riddle. She'll give you a hint if you successfully persuade her. You can get a bigger hint by reading the answer: "12 trinkets, 5 girls."

Mutamin's Challenge: Minotaur Maze



- A- To Entryway
- B- Kasma
- C- To Final Challenge

As stated above, this area is completely optional. There isn't much here except minotaurs and loot, both of which are good things, if you're looking to maximize your experience. Experience points, that is. As you wander through the maze, you'll encounter Kasma engaged in battle. If you manage to save her, she'll just attack you. The exit to the final challenge is guarded by a minotaur chieftain (6th-level monstrous/6th-level barbarian).

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The other area of interest in the Green Griffon Inn region is this ancient tomb, located in the northeast corner and watched over by a strange man. You can persuade him to give you the key, which opens the locked crypt in the graveyard. You may want to wait until later in the chapter to explore this tomb--some of its inhabitants are nasty.

The tomb itself is filled with difficult undead--zombie lords, mummies, skeleton mages and priests, and more. You'll find two quest items here, though, so it's worth your trouble. In a chest near the entrance you'll find the corpse hand needed for Grimgnaw's henchman quest.

Brother Toras himself holds the Imaskarran *Tome of Life* for Eltoora's quest. To get to Brother Toras, though, you'll need to retrieve the tomb key, guarded by a mummy (15th-level undead/5th-level wizard) on a platform to the north. Unlock the gates, and get ready for what is probably your toughest battle yet: Brother Toras has plenty of guards, and he himself is a 20th-level wizard--and a lich to boot.

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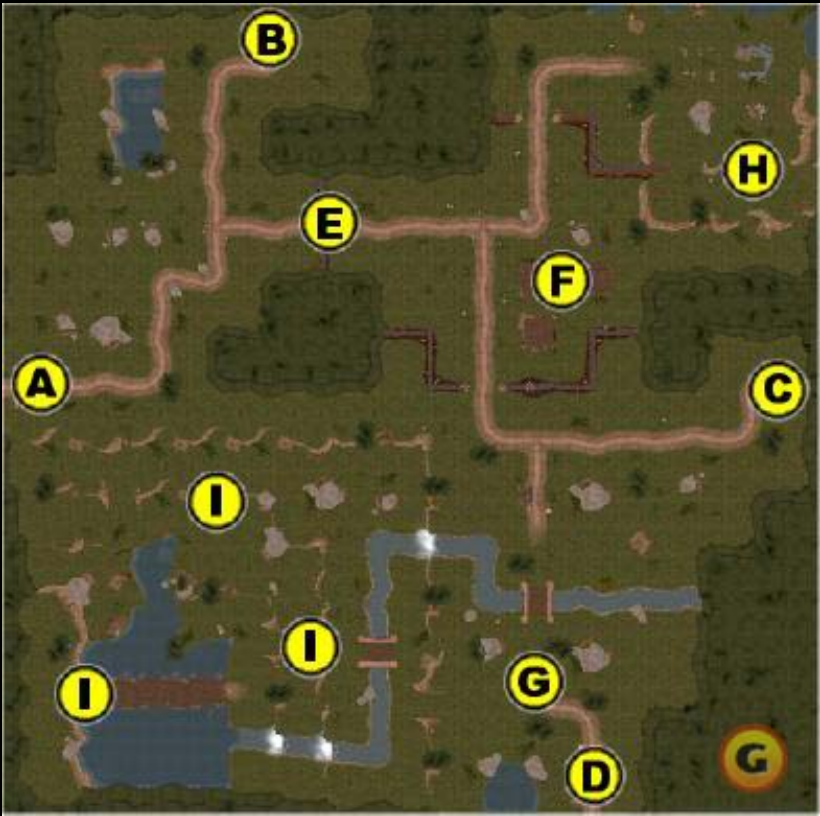
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A banner for the Neverwinter Nights Game Guide. The background features a dark, atmospheric scene with a full moon on the left and a woman in a dark, ornate dress on the right. In the center, the title "NEVERWINTER NIGHTS" is written in a large, stylized, glowing blue font. Below the title, the words "GAME GUIDE" are written in a smaller, blue, serif font. At the bottom, there is a navigation bar with five buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted with a white border), "CHEAT CODES", and "TABLE OF CONTENTS". In the top right corner, there is a small red icon of a document and the text "Get The Downloadable PDF".

The road leading east from Port Llast travels past an archaeological dig and into Neverwinter Woods. This area is immense, and the troll caves in the area lead down into ancient caverns where you'll discover hints of more frightening events on the horizon.



- A- To Port Llast
- B- To North Road
- C- To Neverwinter Woods
- D- To South Road
- E- The Archaeologists' Camp
- F- Jax's barracks
- G- Geth
- H- To Troll Caves Storage Area
- I- To Troll Caves: Level One

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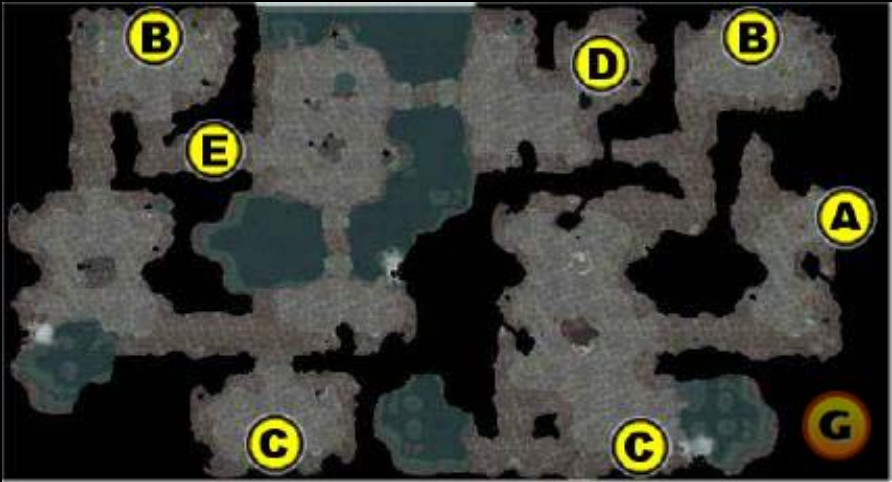
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Troll Caves: Storage Level



- ## Troll Caves: Level One

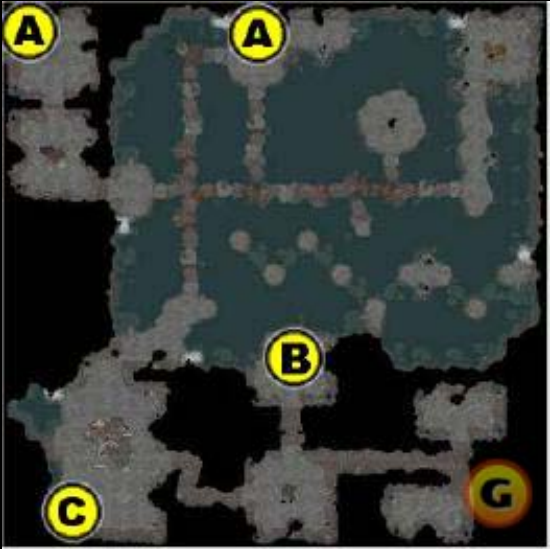
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- A- To Storage Area
- B- To East Road
- C- To Troll Caves: Level Two
- D- Troll Chieftain
- E- Synth La'Neral's Corpse

Fight your way to the troll chieftain's chamber in the northeast corner of this level. He's a tough fighter--a 15th-level giant/6th-level cleric. His minions will be a little easier. Once they're dead, loot his body and take the head. Loot the room, then head to the west side of the cave. In the northwest tunnel, you'll find a corpse. Search it for the journal of Synth La'Neral, needed for Linu's henchman quest.

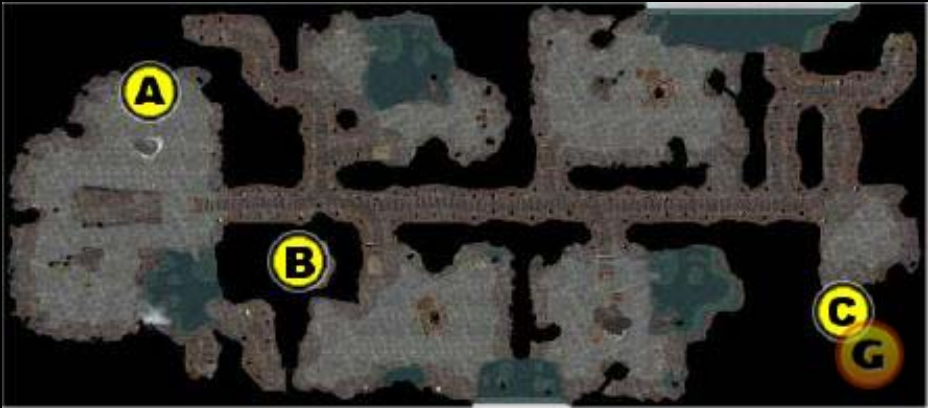
Troll Caves: Level Two



- A- To Troll Caves: Level One
- B- Troll Shaman
- C- To Troll Caves: Level Two

There is little to note on this level, apart from the troll shaman behind a locked door in the southern central area of the cave. Fight your way through and continue down.

Troll Caves: Level Three



- A- To Troll Caves: Level Two
- B- Darius
- C- To the Creator Ruins

Near the stairs from level two, you'll find a disturbed individual in a cell. He'll tell you about something lurking beneath the troll caves, and his behavior should convince you that he's serious. At the east end of the long tunnel, you'll find stairs leading down.

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[Next: The Creator Ruins »](#)



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- The tunnels of the Creator Ruins are full of enemies (mostly gargoyles, minogons, and battle horrors), as well as some good loot. You'll want to search everywhere and open everything. You won't, however, be able to open the sealed doors easily.

In a chest in the southeast corner, at the end of a long bridge, you'll find the Golem Signet Ring. Return to the guardian and he will let you pass.

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The guardian on this level requires a password. You will find it ("Thurth mog lama gat rag") by reading the creator scroll locked in a heavily guarded chest in the southern area of the level. When you open the chest, you will be attacked by three 13th-level flesh golems.

The southeast and southwest sections of this level both contain some good loot. The latter is guarded by a 13th-level helmed horror.

The Creator Ruins: Level Three



- A- To Creator Ruins: Level Two
- B- Seal Guardian
- C- Dead Thief
- D- Creator Sorcerers
- E- Portal to Troll Caves: Storage Area

The seal guardian on this level is only after one thing: you. It's only 3rd level, but it has 25 percent immunity to piercing and slashing weapons and a damage reduction of 10/+1, and it is totally immune to critical hits, death magic, disease, poison, paralysis, energy draining, and mind-affecting spells. And killing it won't get you through the door.

To find the key, head into the southern hallways. In one of the central rooms, you'll find the body of a dead thief. Search his corpse for the seal key. There is also some good treasure in these rooms, as well as a battle horror and some gray renders.



This won't be the last you see of the creators.

Return to the entry, unlock the seal, and face the creator sorcerers (8th-level wizards). They aren't too tough individually, but there are four to contend with. Through the gate, you'll face another sorcerer. He'll surrender after you do enough damage, and you can learn a bit about the (awful, awful) creator race. Kill him when the conversation ends. Search the nearby chests for three books, particularly *History of the Slave Race*, which Jax will want. Use the portal to return to the surface, and talk to everyone at the archaeologists' compound to receive your rewards.

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East Road: Neverwinter Woods

As Ballard informed you, the animals are acting strangely. You'll fight a fair amount of wildlife--including weak little deer--as you investigate the goings-on among the trees. As you've probably already guessed, the cult has something to do with it all. [Druid Encampment](#)



A- To East Road
B- Druid Encampment
C- Bridge to Deep Woods
D- Wyvern's Camp

Find the druid camp in the north. Talk to Archdruid Aawill, and he will set you off on a quest to find out what is wrong in the woods. Along the way, he'd like for you to find three missing druids: Orlane, Terari, and Bree. They can be found in a spider cave in the deep woods, the Nymph's House, and Setara's House, respectively. Once you've accepted Aawill's quest, you can cross the bridge to the east.

Druid Challenge

Characters with at least one druid level can take the druid challenge. In it, you will fight four increasingly powerful druids. For each one you beat, you will earn a ring. The Ring of the First Circle will cast Stoneskin once a day, the Ring of the Second Circle will cast Poison, the Ring of the Third Circle will cast Resist Elements, and the Ring of the Fourth Circle will cast Summon Creature I.



You can cross the bridge
after you agree to look for
the missing druids.

Wyvern's Camp

It isn't a real wyvern; it's just a guy named Wyvern whose friends are being attacked. And it isn't a real guy named Wyvern whose friends are being attacked; it's one of the escaped convicts. His plea for help is actually an ambush. Wyvern is only a 5th-level ranger, and he'll surrender quickly. Kill him, or let him escape in exchange for his ear and some information.

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Next: The Deep Woods »

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Neverwinter Nights

GAME GUIDE

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Shout:

Jaer: While I respect your desire, only a druid may challenge and become a member. If you were to learn the ways of the druid and return, then you could prove yourself.

Dregin: I hear that ye have a contract with the great druid Aawill. Very well then, good luck to ye.

F1		1	F2			F3		4	F4		4	F5		2	F6		6	F7		1	F8		4	F9		0	F10		1	F11		*	F12		5
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seem unaware of where he is or how he got here. Makes you feel a little bad for killing all the others, doesn't it?

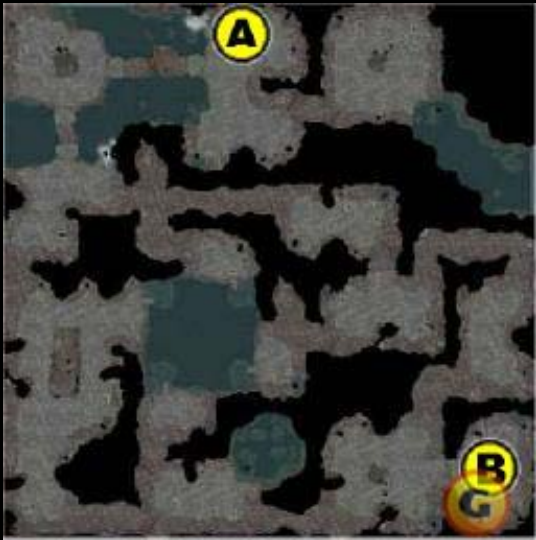
Continue to the northeastern room, where you will meet the seductress herself. Her charms won't work on you, and she'll break down and tell you what she knows about the Spirit of the Wood and how a mortal might possibly reach it. Search the nearby chest for a ceremonial dagger, the Mirror of Vanity, and the *Treatise on the Spirit of the Wood*.



The nymph can help you reach the Spirit of the Wood.

In the southern portion of her house, you'll find the missing druid Terrari. He'll leave once you talk to him. In an armoire in the bedroom to the southeast, you'll find the lock of nymph hair needed for Sharwyn's henchman quest.

The Spider Cave



A- To Deep Woods
B- Orlane

In the southeastern part of the region, you'll find a cave opening. Enter, and you'll be knee-deep in arachnids and ettercaps. In the southeastern cavern, you'll face an 11th-level queen spider. She guards a spiderweb cocoon that contains Orlane, the first of the missing druids.

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Nymph

Foolish man! I don't know why you thought you could just steal into my house, kill my slaves and destroy another of nature's protectors, but now you have fallen to my charms. Now, bow to your mistress!

1. What are you talking about? I'm not a slave.
2. If you were trying to dominate me with your powers, you have failed. If you want to die, just try to pull that again.
3. I am not your slave, villainous creature. Prepare yourself for death.

Nymph: Now you are mine!

Nymph: Foolish man! I don't know why you thought you could just steal into my house, kill my slaves and destroy another of nature's protectors, but now you have fallen to my charms. Now, bow to your mistress!

Shout:

1 2 3 4 5 6 7 8 9 10 11 12

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12

Daelan
Yonia
Summoned

G

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- A top-down map of a city layout with five labeled locations: A (top center), B (bottom left), C (bottom center), D (middle left), and G (bottom right). The map shows various buildings, streets, and landmarks. Location A is a large circular plaza with a central fountain. Location B is a small circular area with a fountain. Location C is a large rectangular building complex. Location D is a large rectangular building complex. Location G is a small circular area with a fountain.

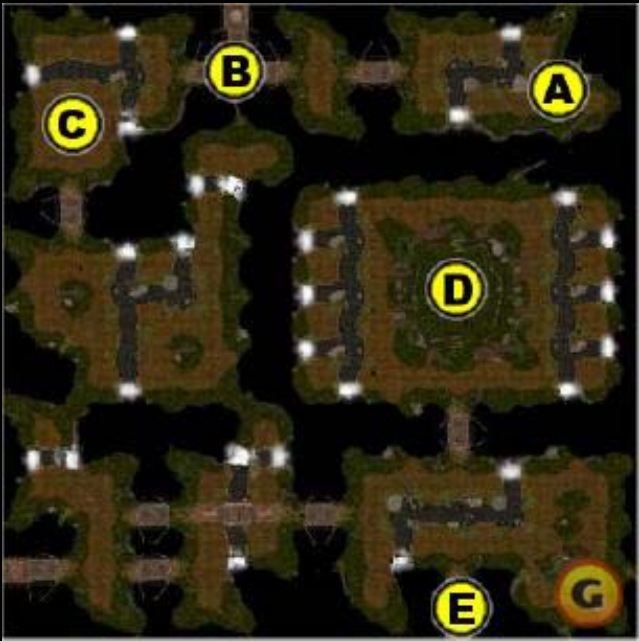
- When you find Setara, she won't help you unless you have the Mirror of Vanity from the Nymph's House. Give it to the witch, and she will give you the key to Bree's cell along with Setara's Gem, one of the Serpent's Gems for Elaith. Free Bree, then loot the house. Don't miss the Imaskarran *Tome of Resonance*--it's in the glowing bookshelf in the library.

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The Altar

Once you've explored Setara's House and the Dire Bear Cave, go to the altar in the southeastern corner of the Heart of the Forest. Examine the altar, then plunge the ceremonial dagger (from the Nymph's House) into your chest.

The Realm of the Spirit



- A- From the Heart of the Forest
- B- Relmar
- C- Spirit Poison Antidote
- D- Spirit of the Wood
- E- Portal

In this strange realm, you'll encounter a fairly incoherent dwarf named Relmar (12th-level fighter). His circuitous rambling will tell you why he's here (to poison the spirit) and what you can do about it (find the antidote hidden in the rocks to the west). He'll attack you, and you should take his journal from the corpse.

Get the antidote, then find the spirit in its grove to the east. It will attack (5th-level fighter/2nd-level magical beast/11th-level sorcerer), and it's immune to most every type of magic but elemental. When the spirit surrenders, you can cure it of the poison with the antidote, or you can kill it. If you choose the former, you will be transported back to the forest. Choose the latter, and you'll have to use the portal to the south.



The Spirit of the Wood.

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Spirit of the Wood

The images slow down and you see one creature. While the details are blurry, it is obviously a dwarf. An image of the Spirit appears and the dwarf does something to a tree, but you can't quite understand what he does.

1. Continue

woodland creatures. Then the images become clearer.

Spirit of the Wood: A stream of pictures flicks through your mind: woodland creatures of all shapes and sizes, trees and bushes, insects and rocks. The images are jumbled together and include everything imaginable that could be found in a forest.

Spirit of the Wood: The images slow down and you see one creature. While the details are blurry, it is obviously a dwarf. An image of the Spirit appears and the dwarf does something to a tree, but you can't quite understand what he does.

Shout:

F1

F2

F3

6

F4

4

F5

2

F6

6

F7

2

F8

4

F9

0

F10

1

F11

*

F12

S

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The South Road

If you're visiting the South Road as your final destination in the Port Llast area, it will all come together. You'll find the evidence you need to locate the cult, as well as a strange town trapped in time, some petty inter-rural romantic squabbles, a strange wizard's tower, and a haunted forest.



- A- To the East Road
- B- To Port Llast
- C- To the Farmlands
- D- Troll Bridge
- E- Wanev's Tower: Front Entrance
- F- Wanev's Tower: Cave Entrance
- G- Tomb of Maegel
- H- Bran's Cave

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A- To South Road
B- Bran

Convince Bran to wear the silver charm.

- A- To South Road
- B- Dying Adventurer
- C- Well
- D- Maegel's Burial Chamber

In Maegel's burial chamber, his ghost will awake and speak with you. He'll ask you the name of his clan,

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and you can answer "Mirialis" if you've read the treatise. Maegel will give you a watchman's helm for the correct answer.

Wanev's Tower



- A- To South Road
- B- Gong
- C- Library
- D- Portal to Guard Barracks
- E- Guard Barracks
- F- Stairs to Summoning Chamber

To get to Wanev's Tower, you will need to cross a bridge guarded by a troll. If you have the wardstone from his cottage in Port Llast, the troll will let you pass without incident.

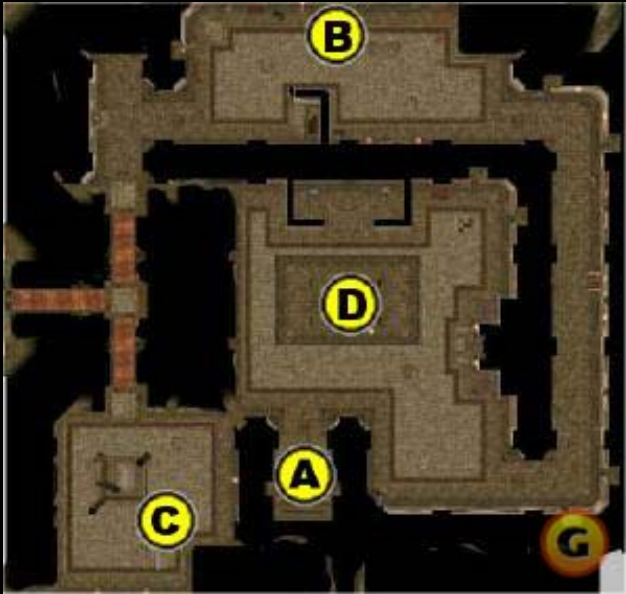
You can enter the tower through the cave to the southwest or through the front door. Once inside, the wardstone will ensure that the guards leave you alone. Without the wardstone, you still won't have much difficulty--most of his guards are 3rd-level bugbear fighters. If you want to avoid them, and don't have the wardstone, just ring the gong in the hallway and slip through the empty hallways as the guards run to the alarm.



If you have Wanev's wardstone, his minions won't bother you.

Examine the glowing bookshelf in the library for the Imaskarran *Tome of Ice*, then go through either of the portals to the barracks. In the barracks, open the middle chest on the northern side of the room to find the Star of Calimshan for Tomi's henchman quest. Climb the stairs to the second floor.

Wanev's Summoning Chamber



- A- Entrance
- B- Wanev's Gem
- C- Gulgash
- D- Portal

Wanev will attack you. He's a 12th-level wizard, and he's resistant to fire damage. When he surrenders, he will tell you that you can have his gem (for Elaith's Serpent's Gems quest) if you'll help him out. You must stop the infestation of imps in his summoning chamber.

Enter the summoning chamber. You'll find Wanev's Gem in a chest along the north wall and Gulgash (10th-level outsider/4th-level cleric/4th-level sorcerer) in the southwestern corner. Kill Gulgash and place his heart in the portal to close it.



Gulgash is a tough little imp.

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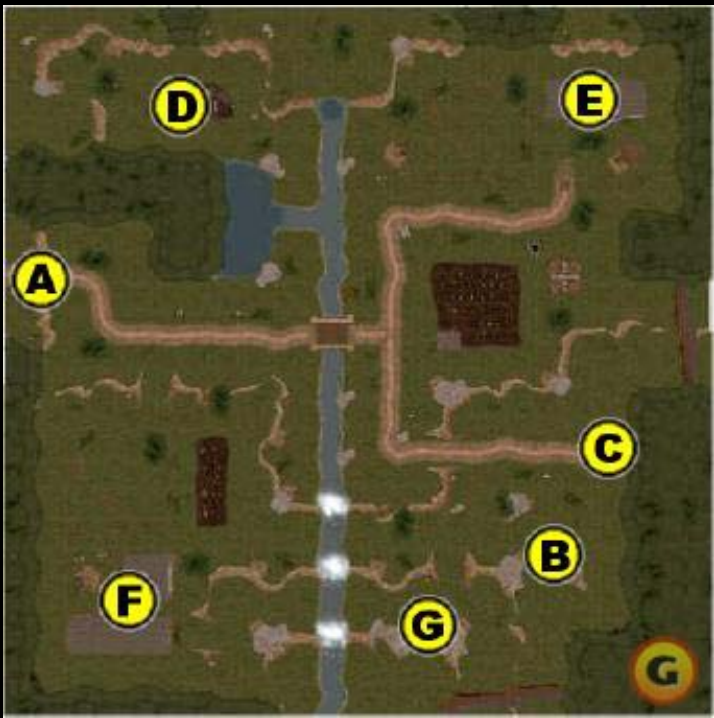
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South Road: The Farmlands

The South Road winds east here, into a haunted forest that leads to Charwood. Most of your quests here are totally optional, and if you already have Relmar's journal and Vardoc's letter, the entire area is optional. There are some interesting places to visit, though--especially the mysterious village of Charwood.



- A- To East Road
- B- Standing Stones
- C- To Haunted Forest
- D- Stirge's Camp
- E- Ingo Farm
- F- O'Deel Farm
- G- Silverback's Cave

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The Farmlands

On the road leading into the haunted forest, near the standing stones, you'll find Neva--the poor little boy who supposedly disappeared with his birthday money. Strangely, Neva is actually a 4th-level fighter/4th-level rogue, and a female. Her "sister," Jaheel, and her "brother," Tarran (both 6th-level fighters), are with her, and the whole thing is yet another ambush by the cult. Search Neva's corpse for a letter.

The Farms

Inside Ingo's farm, you'll find Erik behind a locked door. He wants you to retrieve his mother's brooch from Constance O'Deel. Head south to the other farm, and she'll be easily convinced (or threatened) to give it up for some gold. She'll ask for 1,000, but you can persuade her down to 400, or even 250 if you have a high persuade skill. Return the brooch to Erik. Talk to Pete O'Deel, and he'll hire you to kill a local pack of wolves living in a cave to the south.

Silverback's Cave



- A- To South Road
B- Silverback



Constance will return Erik's brooch for a price.

This cave is full of dire wolves. Silverback is a 15th-level dire wolf and can be found in the southeast corner of the cave. You can convince Silverback to leave the O'Deel farm alone, or you can kill him for his head. Return to Pete O'Deel and either give him the head or tell him of Silverback's promise.

Stirge's Camp

One of the escaped convicts is camped out to the north of the main road, near the East Road exit. Talk to him to learn all about his proud career as a baby killer, then attack him. As with his colleagues, you can let him surrender in exchange for his ear or just strike him down (he's a 12th-level bard). He has some treasure stashed away in the woods behind his camp.

The Haunted Forest

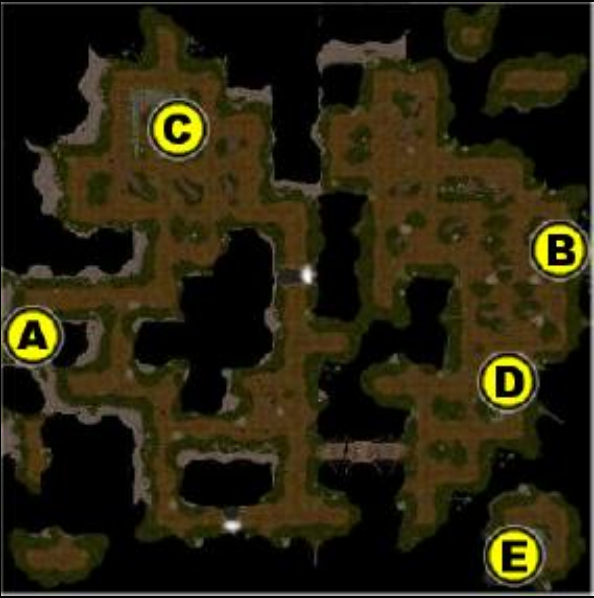
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A- From Farmlands

B- To Charwood

C- Ruined Building

D- Pillar

E- Haunted Crypt

You can just head straight into Charwood or take a little detour here to explore a haunted crypt full of undead and loot. To enter the Haunted Crypt, explore the ruined building to the northwest. In a chest among the rubble, you'll find an old scroll with three words that stand out: "NETHER SHALL RULE."

Examine the pillar to the southeast. If you've read the scroll, you can press the runes in the correct order. This will open a portal to the unreachable area in the southeast corner. Enter the crypt.

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Constance O'Deel
Well... a handsome stranger in the bedroom of the farmer's daughter. I wonder where such an encounter could lead?

1. I want to speak with you about Erik's brooch.
2. What do you mean by that?
3. Are you always this forward?
4. Goodbye.

Shout:

0 1 2 3 4 5 6 7 8 9 10 11 12

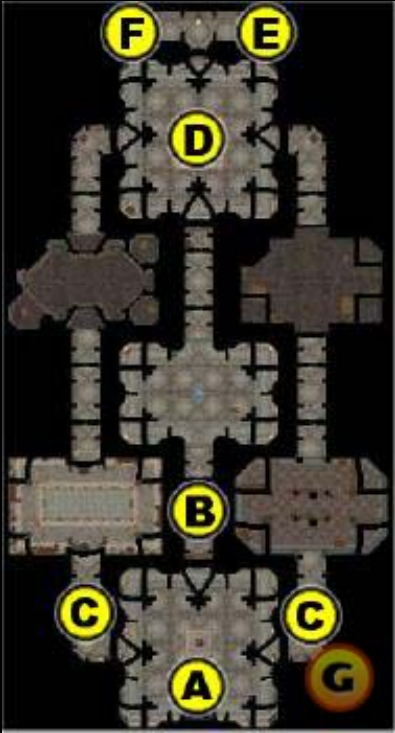
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make some persuasion checks, you'll learn that he is a member of the cult. Either way, he'll eventually attack you. Take the Charwood cultist's journal from his body.

Castle Jhareg



- A- To Charwood
- B- Central Passage
- C- Side Passages
- D- The Guardian
- E- Quint's Chambers
- F- Karlat's Chambers

The chest in the foyer contains a riddle and a key. The key will open one of the doors, and the "correct" door is the center one. The side passages are filled with creatures, while the center corridor is straight and safe to the north end of the floor.

In the northern room you'll meet the guardian, who will address you as "judge" and give you the key that unlocks the brothers' chambers. You must return with an oath from each brother and determine who is at fault for Charwood's strange situation.

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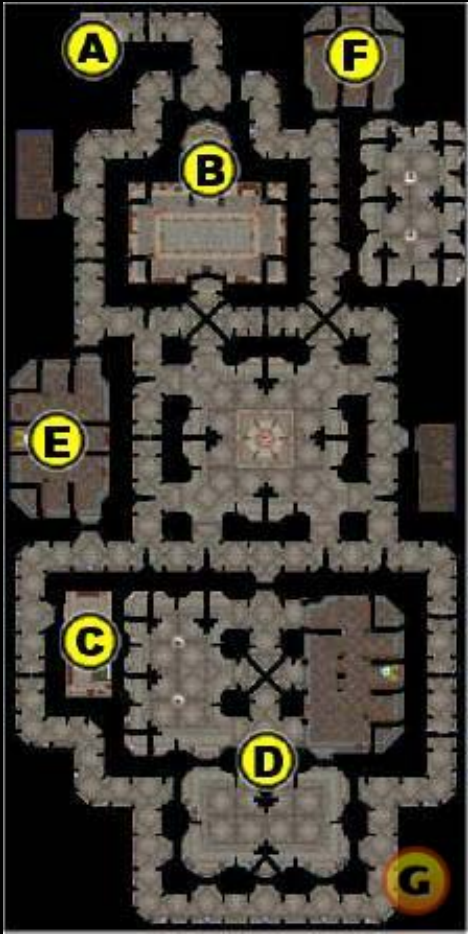
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Quint's Chambers



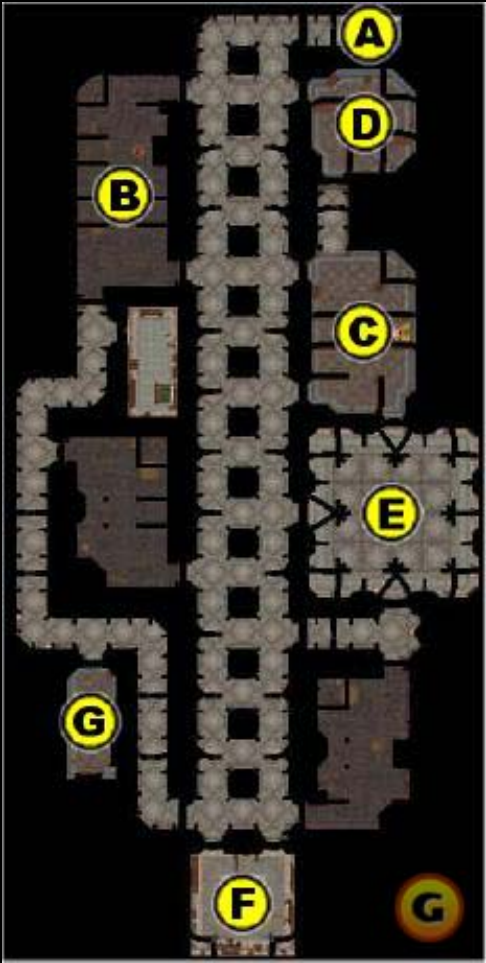
- A- To Castle Jhareg
- B- Quint's Key
- C- Quint's Bedroom
- D- Quint Jhareg
- E- Library
- F- Alchemist's Laboratory

You primary goal in Quint's chamber is to find Quint himself and get the signed oath. His chamber is filled with undead guards--including a bodak that guards him. You'll find his key in a small alcove on the northern side of the central chamber, and you'll find his journal in his bedroom. Kill the bodak and unlock the door behind it. Talk to Quint to receive his side of the story and his sworn oath.

You also will want to grab the Imaskarran *Tome of Death* from a chest in his library, and you can follow the recipes in his alchemist's laboratory to create some potions.

Karlat's Chambers

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- A- To Castle Jhareg
- B- Karlat's Key
- C- Library
- D- Storage Room
- E- Summoning Chamber
- F- Karlat Jhareg
- G- Tome of Fire

Karlat's Chambers are a bit more interesting--and informative. You'll find his journal in a chest in the library (also be sure to read the large book) and his key in a storage room on the west side of his chambers. Once you've read his journal and found his key, unlock the door to the southern room to obtain his oath. Be sure to ask him about his journal and Belial.

With these oaths, you have satisfied the guardian's request. But you don't have the full story. To get the full story, find Karlat's Burning Wand (in the chest with his key), the Protection Wand, and a fire beetle's belly (in the northeast storage room). Go to the summoning room and use the Protection Wand to cast Protection from Alignment on yourself. Put the fire beetle's belly in the brazier, then use Karlat's Burning Wand to cast Burning Hands on the brazier. Belial will appear, and you can question him. Get his sworn oath, then return to the guardian.



Summon Belial to learn the truth about Karlat and Quint.

You have several choices when it comes time to pass judgment. You can blame Quint or Karlat. If you have Belial's oath, you can acquit them both and blame Belial. As for the fate of the phylactery, take it or have it destroyed. If you blame Quint or have the guardian keep the phylactery, Charwood will remain trapped in time. Otherwise, it will vanish, and you'll be given a reward upon leaving the castle.

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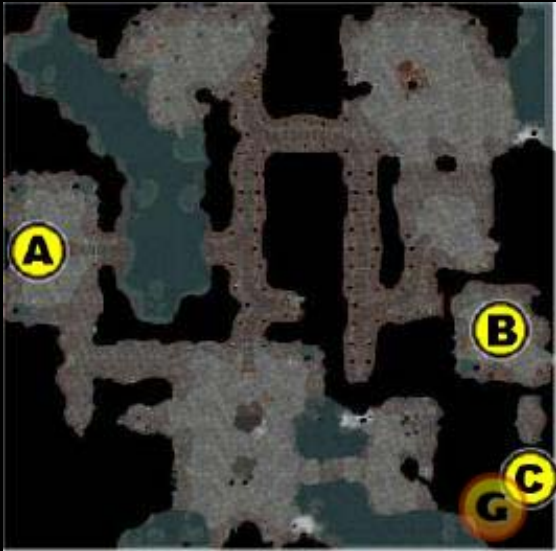
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Alhelor's House

If you visit this house before you've thoroughly investigated the werewolf attacks, the only thing of note will be its mysterious scent. Later, though, all wolf tracks will lead here. Alhelor is a 16th-level ranger and cannot be cured, so you'll need to bring his dog days to an end the old-fashioned way.

Now it's time to enter Luskan. Once you pass through the gates, there is no turning back, so finish up any other outstanding quests, and make sure you're satisfied with your current henchman.

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Aragorn

It... is good to see you at last, my friend. I fear I have terrible news. It seems that the good lady Aribeth... has disappeared. We can find no trace of her.

1. What?! What happened?
2. Do you have any idea where she might be?
3. So what? What do I care?
4. I shall try to find her, if I can.

Your journal has been updated. The Search for the Cult

Aragorn: It... is good to see you at last, my friend. I fear I have terrible news. It seems that the good lady Aribeth... has disappeared. We can find no trace of her.

Shout:

Hotbar: F1 (Shield), F2 (Sword), F3 (Bow), F4 (Arrow), F5 (Fireball), F6 (Lightning Bolt), F7 (Heal), F8 (Poison), F9 (Cure), F10 (Summon), F11 (Teleport), F12 (Globe)

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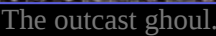
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- A- To Luskan
- B- To Baram's Sewers
- C- The Outcast Ghoul
- D- Ghoul Lord
- E- Colmarr's Contraption
- F- Londa's Vault

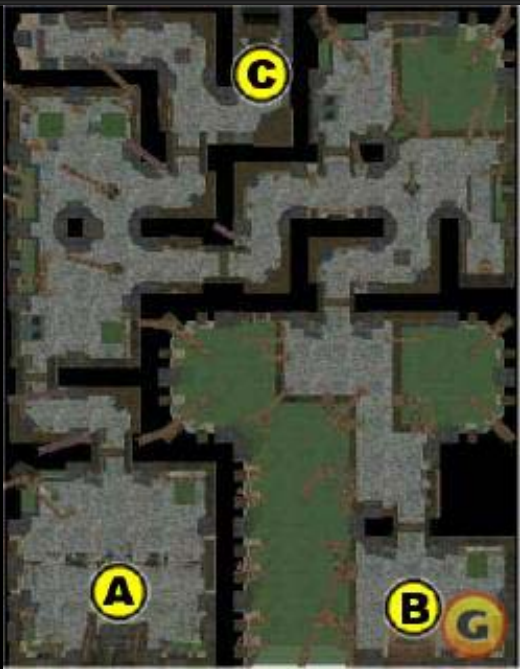
In the southern area, you'll find Londa's treasure room (which can be opened only if you've finished her quest) and a ghoul outcast. Speak to the ghoul, and he'll ask you to kill a ghoul lord (10th-level wizard/5th-level undead) to the east and return his Amulet of Power. Once you've done so, he'll give you one of Colmarr's levers and a sewer key.

With the key, you can open the door in the northwest and fix Colmarr's invention. You'll need the lever from the ghoul, the lever from the Wink and Tickle, and the lever found in a chest near the ghoul lord.



A- To Main Sewers
B- To Luskan
C- To Baram's Lair

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Entering from the main sewers, you will be confronted by Baram himself, or at least a projected version of him. He will offer you 1,000 gold and some magical items for Kurth's head. (If you enter from Luskan, you will not have this exchange.) If you go through the gate behind him, the deal is off and his guards will attack. The door to his lair is guarded by a 13th-level Yuan-Ti necromancer.



High Captain Baram welcomes you to the sewers.

Baram's Lair



- A- To Baram's Sewers
- B- Shrine Spirit Ritual
- C- Bone Spirit Ritual
- D- Undead Generator
- E- Cocoons
- F- Baram

Baram's Lair is an undead factory--literally. Destroy the implements in the Bone Spirit Ritual room, then kill all of the skeleton acolytes conducting the Shrine Spirit Ritual. This will put a halt to the undead production, but you'll then have to fight a 5th-level Yuan-Ti conjurer and a 5th-level Yuan-Ti necromancer near the generator.

Before facing Baram himself, visit the spider's lair, kill the vermin, and search the cocoons. You'll uncover Londa's nanny, who will tell you the children have all been murdered and give you a teddy bear for Londa. When you return to Londa, you should consider lying to her. Tell her they've been shipped to orphanages to save her feelings and to ensure you get her treasure key, which opens her husband's vault in the sewers.

Finally, it's time to kill Baram (12th-level rogue/8th-level ranger) and his attendant Priestess of Mask (6th-level cleric). Baram's morningstar does 1d6 fire damage, and he wears a Ring of Elemental Resistance. The priestess gets her power from the two gargoyles behind her, but she's not too tough even if you don't destroy them. Once Baram is dead, grab his high captain's seal from the chest behind him, as well as his head if you want the reward from Kurth.

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Ghoul Outcast

No hurtsss! No hurtsss! Me needsss to ssspeak to the living flessssh! Needsss to ssspeak!

1. Speak quickly! What do you want with me?
2. I'll listen to nothing! Die, undead thing!
3. Forget it. I'll leave you be.

Daelan

Summoned

Yonia

Shout:

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12

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-
- A screenshot from a video game showing a 3D environment. In the center, a character is visible, possibly in a combat or exploration state. The environment includes buildings, trees, and a body of water. The interface features a minimap in the top-left corner, a health/mana bar at the bottom, and various icons and text elements typical of a game's HUD.

- http://gamespot.com/gamespot/gameguides/pc/nwn/p5_26.html (1 of 2) [19/09/2002 10:08:01 PM]

› Join GameCreds	In the prisons to the east, in the northernmost cell, you'll meet Tolan Losen, one of Kurth's former soldiers who was being held as a potential sacrifice. He'll give you some information about Burke and his demonic allies. In the center of Kurth's Lair, you'll find Burke's bedroom. Inside, Burke has lain down for a permanent nap. Search his body for a smooth token and <i>Burke's Manual</i>, which describes how to close the portal in the next room. To do so, you'll also need the glowing sphere from the fountain in the northeastern room of the lair. To close the planar portal, place the token and the sphere within it. This will make the fight with Kurth much easier, because you won't have to fight the 8th-level vrock and the 7th-level rakshasa guards. You will still need to kill Kurth (10th-level fighter/8th-level barbarian), and his armor gives him a fair amount of spell resistance and +2 regeneration. His sword does 1d6 cold damage as well. His attendant Priestess of Auril is a 6th-level cleric. Once Kurth is dead, search his body for the prison key and free Evaine. Then search the room in the northwestern corner for the high captain's seal. Take his head if you want the reward from Baram. Return to Aarin with either of the high captain's seals, and he'll give you documents to enter the Host Tower. Before you enter, though, you may want to finish up your secondary quests and take some time to explore the strange house in the southwestern corner of the docks. « Previous PageNext: The Ruins of Illusk »
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The Host Tower

You have the documents from Aarin, so now it's time to explore the mysterious tower. Once you cross the bridge, you'll enter the courtyard. Talk to Captain Islund, and he'll be suspicious of your papers. You can talk your way by him or just attack. He's an 11th-level monk.

The Host Tower: Ambassadors' Quarters



- A- To Courtyard
- B- Yeanasha
- C- Gurak Entrailspiller
- D- Aribeth's Quarters
- E- Werecat Pen
- F- Host Tower Portal

Talk to Yeanasha and Gurak to learn a little bit about what the cult is doing here and its plans for Neverwinter. Explore the room on the eastern side of the foyer, which was formerly home to Aribeth. In an armoire you'll find the tower entry key and a small diary, which tells of Aribeth and Maugrim's alliance.

The key opens the door to the south, which leads to the Host Tower portal. This is the method of transportation between floors. Once you get to the second floor, you'll need portal stones to go any higher.

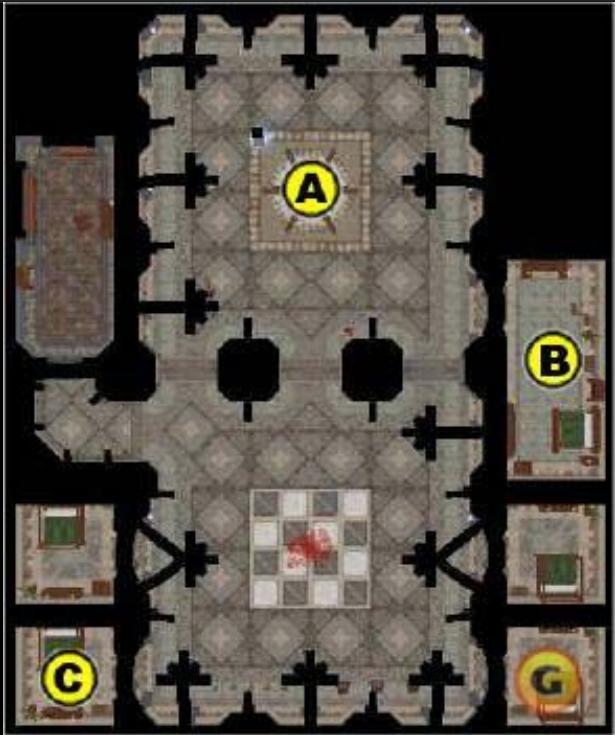


Using the Host Tower portal

The Host Tower: Second Floor

- A- Host Tower Portal
B- Blaskar's Room
C- Bedroom

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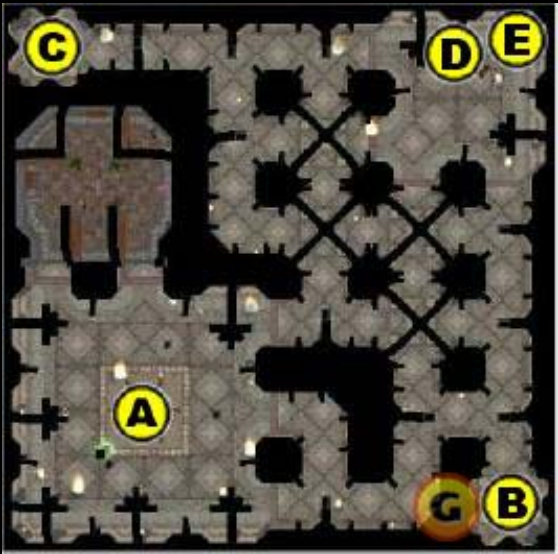
You'll need to fight some tower acolytes when you enter, then you should search the rooms for the necessary portal stones. In Blaskar's room to the east, you'll find portal stones for the third and sixth floors. In the bedroom to the southwest, you'll find a fourth-floor portal stone.

For the quickest route to the top of the tower: Go to the sixth floor and find the pinnacle portal stone. The rest of the floors are completely optional.



Blaskar's room has two portal stones.

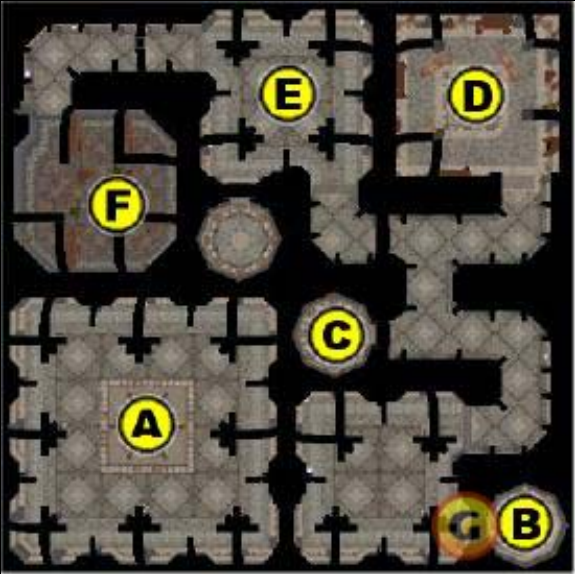
The Host Tower: Third Floor



- A- Host Tower Portal
- B- Hellish Portal
- C- Abyssal Portal
- D- Alchemist's Apparatus
- E- Chest

On the third floor, you'll be caught in the middle of an endless flow of quasits and imps. Search the corpses for a quasit eye and an imp eye. Place the quasit eye in the hell portal and the imp eye in the abyssal portal to close them both. For a Rod of Reversal (which can cast Dispel Magic and Greater Dispelling), place a gargoyle skull and a slaad tongue in the alchemist's apparatus to the northeast. Cast Dispel Magic on the apparatus and the rod will appear. There's a fourth-floor portal stone in the chest near the apparatus.

The Host Tower: Fourth Floor



- A- Host Tower Portal
- B- Golem Control Rod
- C- Golem Replication Rod
- D- Golem Replication Pod
- E- Rimardo
- F- Library

Search the corpse of Arteno Geth and get his journal. Read it for information about the strange room in the

northeast. In the southeast room, take the Golem Control Rod from the chest, and then get the Golem Replication Rod from the chest in the room to the north. Take both rods and use them on the Replication Pod. A helmed horror will appear and break through the sealed door. Follow it and join in the battle with Rimardo (14th-level wizard) and his 18th-level iron golem.

Once Rimardo surrenders, he'll tell you about Maugrim's takeover of the tower. Kill him or let him leave, then search his library for a seventh-level portal stone.

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An intruder? Do you have any idea who I am, fool?! I am Overwizard Blaskar Lauthlon, and you shall regret our meeting!

Yonia

Daelan

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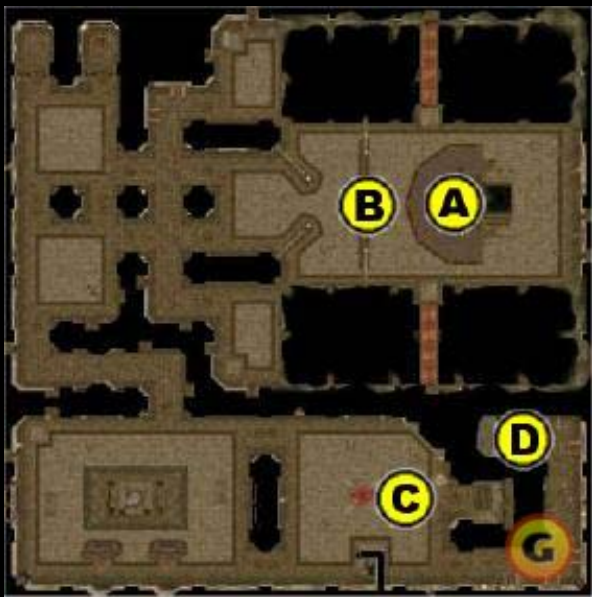
The Ruins of Illusk

In the southwestern corner on the docks, you'll see a strange statue next to a ruined house. Read the inscription, then enter the house. Inside, you'll be attacked by a skull warrior (6th-level undead/4th-level fighter). When it's dead, take its head and place it on the altar to open the seal to the first level.



The skull warrior's skull is
the key to the first seal.

The Ruins of Illusk: Level One



- A- To Ruined House
B- Levers
C- Fallen Hero
D- To Level Two

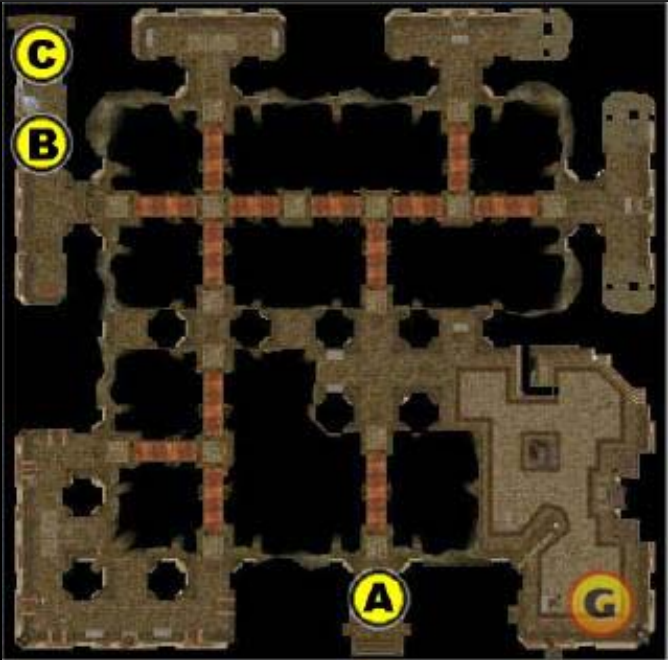
Directly ahead of you, you'll see a large group of undead. If you don't feel like fighting them yourself, pull the two levers near the gate--one will send a jolt of electricity through the mob, and the other will summon a golem to finish them off.

Proceed through the ruins until you reach the fallen hero (10th-level paladin) and his 6th-level mummy buddy. Once the fallen hero has fallen, take his heart to the altar near the stairs in the southeast corner. Place his heart on the altar to break the seal.

The Ruins of Illusk: Level Two

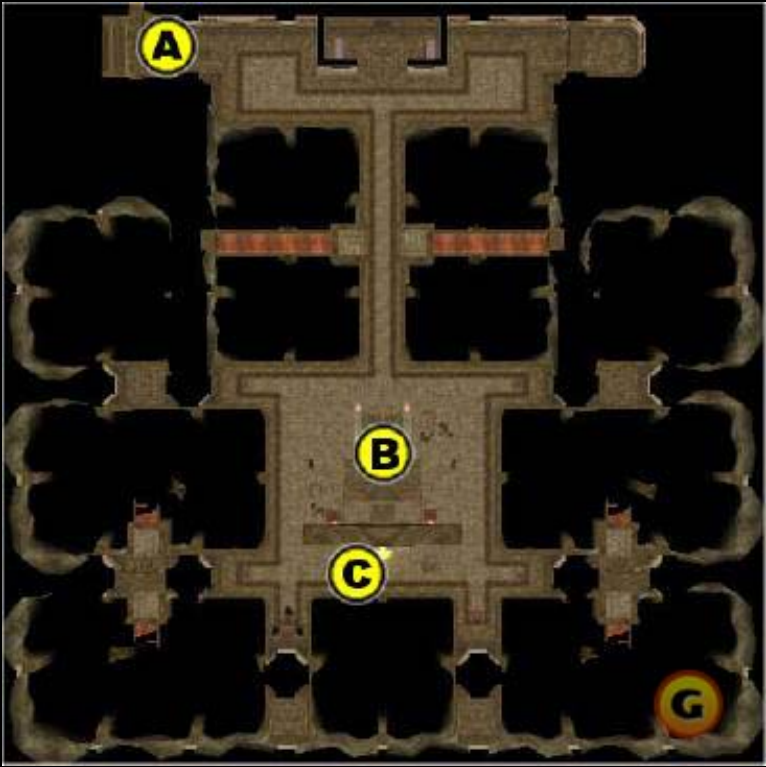
- A- To Level One
B- Water Elemental
C- To Level Three

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Explore this level if you want. You'll find moderately difficult undead everywhere and some good treasure. To get to level three, kill the 15th-level water elemental in the northwest hallway. Search its body, take the blessed water, and place it on the altar to break the seal.

The Ruins of Illusk: Level Three



A- To Level Two
B- Voloron
C- Portal to Docks

The final level has quite a few enemies. Fight your way to the center chamber, where you'll face Voloron, a 15th-level wizard. Voloron is a lich and is immune to poison, paralysis, negative energy, critical hits, disease, death magic, sneak attacks, and mind-affecting spells. He also has a good variety of defensive spells. Once he's dead, loot the chamber and return to the surface via the nearby portal.

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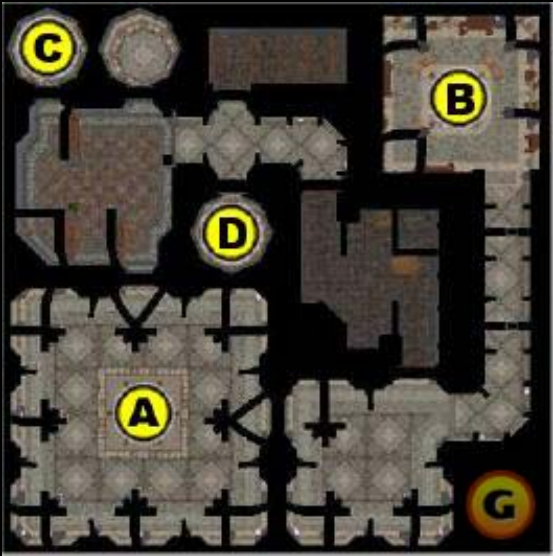
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The Host Tower: Fifth Floor



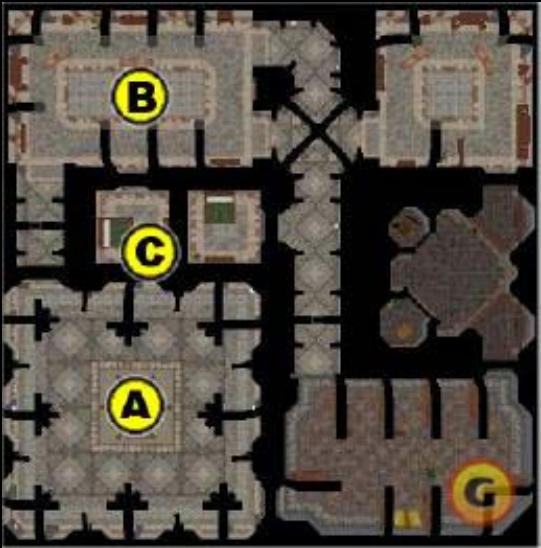
A- Host Tower Portal
B- Nymphithys
C- Eighth-Floor Portal Stone
D- Battle Devourer

In the northeast room, you'll meet Nyphithys, former cohort to Archmage Arklem. Free her by destroying the nearby brazier, and she will reward you. Search the room for sixth- and seventh-floor portal stones. In a chest in the far northwest section, you'll find an eighth-floor portal stone.



Nyphithys will reward you
for setting her free.

The Host Tower: Sixth Floor

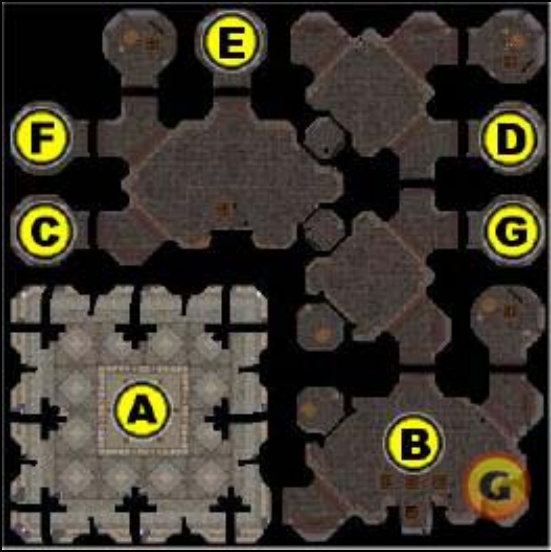


A- Host Tower Portal
B- Valindra
C- Eighth and Ninth-Level Portal Stones

In the northwest room of this level, you'll face Valindra (13th-level wizard/6th-level cleric). She's a powerful spellcaster in both of her chosen fields, but once she's dead you can search the small bedroom to the south to find portal stones for both the eighth and ninth floors.

The Host Tower: Seventh Floor

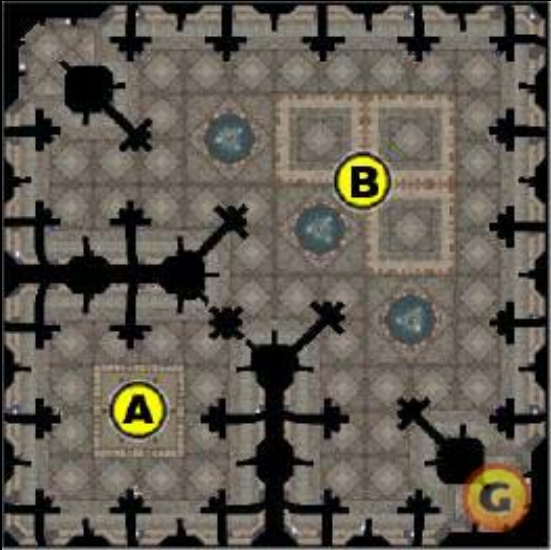
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A- Host Tower Portal B- Host Tower Warden C- Deltagar
D- Ettercap E- Lich F- Gray Sladd G- Prisoner and Fred

This prison has little of importance. Kill the warden for the key, then search the cells. There are a few monsters you can kill for experience points and a strange prisoner talking to a dummy named Fred. If you free Deltagar in one of the cells to the west, he will tell you about Maugrim's infiltration of the Host Tower.

The Host Tower: Eighth Floor



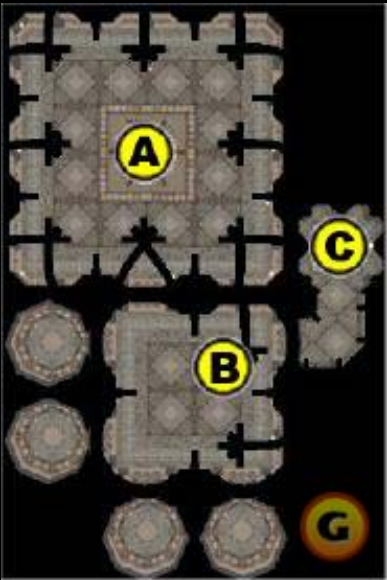
A- Host Tower Portal
B- Vrock

There is absolutely no reason to come to this floor, except for experience points. There's an 8th-level vrock here, as well as some low-level wizards and mephits.



The top of the tower.

The Host Tower: Pinnacle



A- Host Tower Portal
B- Archmage Arklem
C- Stairs Up

This is the penultimate level, but the pinnacle portal stone will bring you here. Talk to Archmage Arklem, a powerful lich. He will ask you to free him, and you have no choice. Destroy the braziers in the alcoves to the west and south. With each brazier's destruction, a creature will appear. Once the braziers are destroyed, Arklem will vanish and open the door to the actual pinnacle.

The Host Tower: Maugrim, Aribeth, and Morag

Approach the gate and listen to Aribeth, Maugrim, and Morag discuss the Words of Power. When they're alerted to your presence, they'll vanish and you'll have to fight a small army of lizardmen. Kill the reptiles and head down the stairs to Maugrim's Lair. Take Maugrim's journal from the desk, then return to the temple and speak with Aarin. It's time to learn more about these Words of Power.



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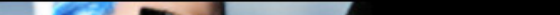
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Power Attack : Daelan Red Tiger attacks Bloody Hand Assassin : *hit* : (17 + 10 = 27)
Daelan Red Tiger damages Bloody Hand Assassin: 18 (18 Physical)
Experience Points Gained: 39
Daelan Red Tiger killed Bloody Hand Assassin

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The screenshot displays the Neverwinter Nights game interface. At the top, a banner features the game's title "NEVERWINTER NIGHTS" in a stylized font, with "GAME GUIDE" below it. Navigation tabs include "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS", "CHEAT CODES", and "TABLE OF CONTENTS". A link labeled "Back" is positioned below the banner. The main window shows a 3D game scene with a character in a red robe standing on a red circular magical sigil on a stone floor. Two other characters, one in a blue robe and another in a brown robe, are nearby. On the left, a quest log entry for "Nyphithys" is visible, stating: "A noble goal. I wouldn't put such a feat past you, either... you must have managed to bypass the wards on the bridge and the guards, after all." Below this, a "1. Continue" button is present. On the right, a character portrait of "Daelan" is shown, along with a "Yonia" character icon. The bottom of the screen features a "Shout:" text box and a hotbar with various icons and numbers (1, 7, 1, 4, 6, 4, 5, 1, 1, 2). A large "G" logo is in the bottom right corner.


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Chapter Three

Beorunna's Well

Your base of operations for Chapter Three is a small village where racial tensions run high. From here, you will set out to the outlying areas in search of the Words of Power, while learning more about the cult, the creator race, and how they're connected.



- A- Aarin's Lodge
- B- To Coldwood
- C- To Fort Ilkard
- D- To Moonwood
- E- Temple of Tyr
- F- Mercenary Enclave
- G- Drinking House
- H- Druid Enclave
- I- Black Lion Tribe Enclave
- J- Many-Starred Cloak Enclave
- K- Trading Post

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Next: Secondary quests and shops »

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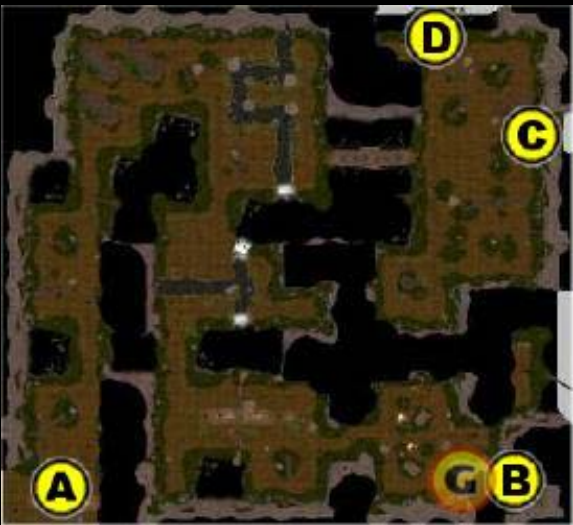
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A banner for the game Empire Earth. The title "EMPIRE EARTH" is prominently displayed in a large, serif font. Below it, the text "presented by" is followed by the Sierra logo and the Intel logo. The background of the banner shows a stylized, isometric view of a battlefield with various units and structures.

Coldwood

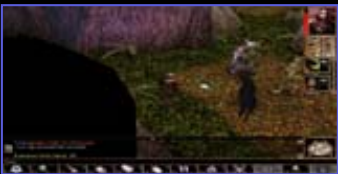
The Coldwood region is made up of three small forests. In them, you'll find orcs and undead, a tomb, and a dungeon. And they will lead you to the first Word of Power.

Coldwood: Entrance



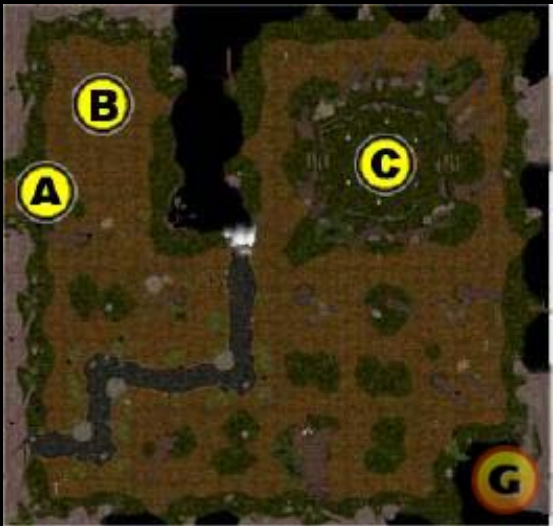
- A- To Beorunna's Well
B- Vaath's Camp
C- To Coldwood: Wizard's Dungeon
D- To Coldwood: Layenne's Tomb

When you enter Coldwood, you'll be approached by a ranger named Devlar. He's scouted the region for you and can fill you in on some of the more important local sights. The only thing of note in this area of Coldwood is the orc camp in the southeast. Here you'll find Vaath (17th-level fighter), one of the orcs Rolkid asked you to hunt. Kill him and return his head for the reward, or let him surrender and take one of his subordinates' heads instead. Search a chest a short distance to the north for the dagger for Grimgnaw's henchman quest.



Vaath's head will fetch you
a pretty penny.

Coldwood: Wizard's Dungeon



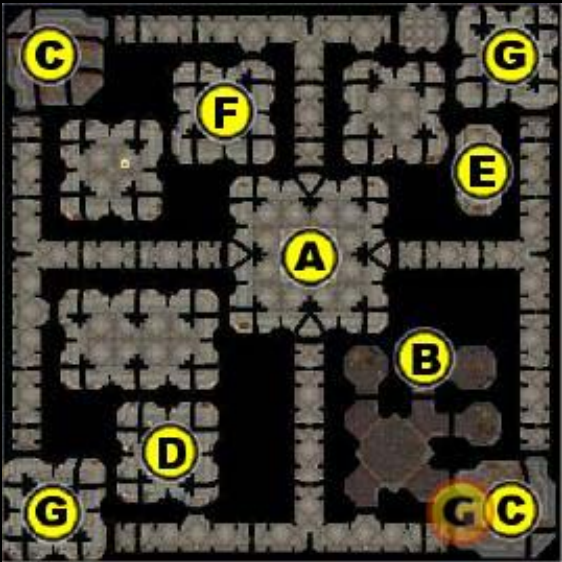
- A- To Coldwood: Entrance
B- Cultist Attack
C- Wizard's Dungeon Entrance

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As you enter this region of the forest, you will be attacked by a group of cultists, lead by a cult leader (10th-level cleric). Kill them, and search the leader's body to find the cultist's journal. When you step into the portal outside the Wizard's Dungeon you'll be teleported in, thanks to the teleport scroll from Lillian.

Wizard's Dungeon



- A- To Coldwood: Entrance
- B- Nax
- C- Libraries
- D- Summoning Room
- E- Wizard's Laboratory
- F- Gong Room
- G- Fire Braziers

The first thing you'll want to do is head to the prison and speak with Nax. He'll tell you that you may be able to summon an elemental to help him. You may want to destroy the braziers in the northeast and southwest corners of the dungeon--these will continually spawn elementals until they are destroyed.

There are libraries in the northwest and southeast corners of the dungeon--in either of them, you'll find a book titled *The Nature of Water Summoning*, which will explain the process. You'll need a slaad's tongue (which can be found on a corpse near the wizard's laboratory) and the ability to cast Melf's Acid Arrow. If you can't cast it, don't worry--there's a Ring of Melf in the lab that will allow any character class to cast the spell.



Free Nax to learn the whereabouts of the snow globe.

Go to the summoning room and place the tongue in the summoning pool. Cast the spell at the pool, and a water elemental will appear. Ask it to free Nax, and then go speak with him. He'll tell you about the key to the gong room, which will unlock the vault. Ring the gongs in the following order--northwest (puma), northeast (dog), southeast (bear), southwest (dragon). The vault will open. Kill the huge fire elemental guard (11th-level elemental/4th-level fighter) and take the snow globe from the pedestal.

You can now return to town and give the globe to Lillian, or you can go explore Layenne's Tomb, an optional area to the north of Coldwood.

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[Next: Layenne's Tomb and the Snow Globe »](#)



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A horizontal banner for the game Sudden Strike II. On the left, there's a small image of a military vehicle with a 'cdv' logo. The center features the game title 'SUDDEN STRIKE II' in a stylized, metallic font. Below the title is the website 'www.suddenstrike2.com'. On the right, the text 'JUST WHEN YOU THOUGHT THE WAR WAS OVER ...' is displayed in a bold, sans-serif font, with a green outline of a soldier's head and shoulders to its right.

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Nax
Ah, you there. Yes, you. Would you be so kind as to help me out? I seem to find myself a prisoner here. It's a rather delicate situation from which I cannot extract myself.

1. Who are you?
2. How did you become a prisoner?
3. Perhaps I could free you.
4. I have to be going now.

This object is locked.

Nax: Ah, you there. Yes, you. Would you be so kind as to help me out? I seem to find myself a prisoner here. It's a rather delicate situation from which I cannot extract myself.

Shout:

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12

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http://gamespot.com/gamespot/gameguides/pc/nwn/p6_06.html (1 of 2) [19/09/2002 10:10:54 PM]

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solve the puzzle in the pedestal room. The iron golem guarding the two gems to the west can't be killed through conventional means--destroy the five glyph generators in the room to destroy him.

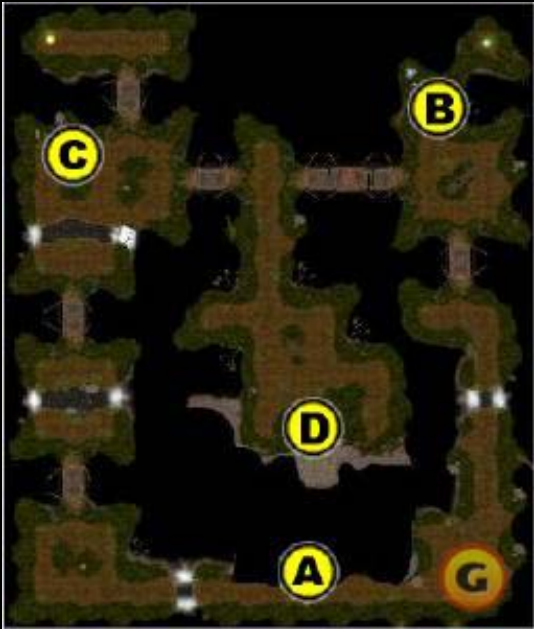
Once you have all four gems, enter the pedestal room. Each of the outside pedestals contains a tablet of light. You can determine which gem to put in which pedestal by examining the tablets. Place the Gem of Misery with the Tablet of Purple Light, the Gem of Honor with the Tablet of White Light, the Gem of Pain with the Tablet of Blue Light, and the Gem of Duty with the Tablet of Green Light. Take the Star Sapphire from the center pedestal.



The pedestals will unlock the Star Sapphire.

Before leaving, grab the *Tome of Power* from the sarcophagus in the southwest room.

The Snow Globe



- A- Exit Portal
- B- Arwyl
- C- Hodd
- D- Guardian White Dragon's Cave

Return the snow globe to Lillian, and she will put it in her room. Climb up and examine it. You can enter its tiny world, and you can rotate it so that the dryads are attacking the dwarves or the dwarves are attacking the dryads. For simplicity's sake, turn so that the dryads are the aggressors, then enter.

Get through the warring factions and enter the cave. Talk to the guardian white dragon. He'll tell you a little about this world, and he'll tell you about his Word of Power. Search the book piles near the entrance for Arwyl's journal and Hodd's journal. Take the Amulet of the Ages from a nearby chest and leave the cave.

Talk to Hodd. He will repair the Amulet of the Ages when he sees it. Now exit the snow globe, rotate it, and enter it again. Go speak to Arwyl, who will reenchant the Amulet of the Ages. Now prepare for your toughest battle yet.



The snow globe.

With the Amulet of the Ages in hand, return to the guardian white dragon's cave. He will immediately attack you. He's a level-30 dragon, but the amulet will make him significantly weaker. Use fire attacks if possible, and just keep swinging until he goes down. A chest will appear after he dies, containing some good loot and the first Word of Power. When you take it, you will have your first encounter with Haedraline. Speak with her, then use the portal to leave the snow globe.

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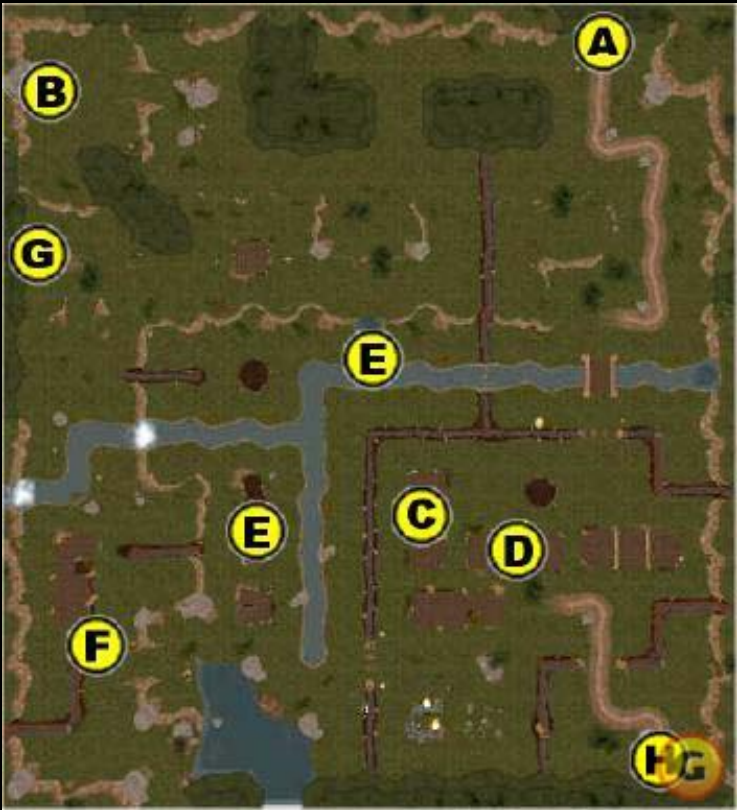

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A banner for the Neverwinter Nights Game Guide. The background features a dark, atmospheric scene with a full moon on the left and a woman in a dark, ornate dress on the right. The title "NEVERWINTER NIGHTS" is written in a large, stylized, glowing font in the center. Below the title, the words "GAME GUIDE" are written in a smaller, glowing font. At the bottom, there are five buttons: "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted), "CHEAT CODES", and "TABLE OF CONTENTS". In the top right corner, there is a small red icon and the text "Get The Downloadable PDF".

Fort Ilkard

The Lord's Alliance is engaged in battle with the Uthgardt Elk Tribe. If you want to help Yusem the druid, this is where you can find out why the Elk Tribe has aligned itself with Maugrim. You'll also find the second Word of Power in this region.



- A- To Beorunna's Well
- B- Guzud's Cave
- C- Damas' Lodge
- D- Settler's Barracks
- E- Siege Weapons
- F- Sub-chieftain Arness
- G- To Homesteads
- H- To Creator Ruins

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You'll want to visit this cave in the northwest of the region before heading down to the fort--it's a bit of a pain to get back here. In the center of the cave you'll find Guzud, one of the orcs wanted by Rolkid. He will try to surrender and offer you one of his subordinates' heads in place of his own. Behind Guzud is an Uthgardt captive named Uncas. Speak with him, and he'll tell you an interesting story about a plague killing off his tribe. Take the Feather of Peace that he offers you. Now follow the road south to the fort.

Commander Damas has some tasks for you. First, he wants you to destroy the siege weapons assaulting the fort. There are six in all: four catapults and two ballistas. Kill the commander for each weapon, and then simply use the weapon to destroy it. The weapons will be invincible if the commander is alive. Next, Damas wants you to kill Sub-chieftain Arness.

Before venturing to the Homesteads, speak with Eckel in the Settler's Barracks. He'll ask you to deliver a note to his wife.

nespot/gameguides/pc/nwn/p6_08.html (1 of 2) [19/09/2002 10:11:54 PM]

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- A- To Fort Ilkard
- B- Trapped Merchants
- C- Massacred Homestead
- D- Eckel's House
- E- Elk Tribe Keep

As you enter the Homesteads region, you'll see two merchants on a hill to the southwest. Talk to them, and the Elf Tribe will attack. Save them if you can, then continue west. You'll pass a massacred homestead-- inside you'll find the *Tome of Robes*, if you want it.

The next house is Eckel's. Stop the marauder pounding on the door, and then enter and give Eckel's note to Galia, Eckel's wife. Continue to the Elk Tribe Keep.

The Feather of Peace from Uncas will grant you violence-free access to the keep.

The Elk Tribe Keep

In the keep, find Zokan in the central room. Ask him about the war, and he'll explain that Damas infected his tribe with the plague, and they joined with Maugrim only because they were promised a cure. If you want to please Damas, kill Zokan for his head (he's a 16th-level barbarian).

Otherwise, return to Damas with the plague-ridden blankets and demand the cure. Either buy it from him or kill him for it, then return to the keep with the plague cure. Zokan will give you the Uthgardt ceremonial spear (for Daelan's henchman quest) and a dreamcatcher, which you should show to Yusam on your next visit to Port Llast.



Confront Commander Damas for the plague cure.

There are two prisoners being held to the east. Free them for some very meager experience.

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The screenshot displays the Neverwinter Nights game interface. At the top, a banner features the game's title "Neverwinter Nights" in a stylized font, with "GAME GUIDE" centered below it. Navigation tabs include "GENERAL STRATEGIES", "PRELUDE", "CHAPTER WALKTHROUGHS" (which is highlighted), "CHEAT CODES", and "TABLE OF CONTENTS". A link labeled "Back" is positioned below the navigation tabs. The main content area is divided into two sections. On the left, a character portrait of Commander Damas is shown next to a quest log entry titled "Commander Damas". The quest text reads: "These blankets change nothing. We are at war here! The Uthgardt are the enemy, or did you forget that? They allied themselves with Luskan!" Below this, three numbered options are listed: "1. Fine, you've made your point. The Uthgardt Elk tribe deserves death.", "2. The only reason the Elk tribe joined Luskan is because they were promised a cure for the plague you gave them!", and "3. I don't care about the Elk tribe, but I want to profit from this somehow!". On the right, a game scene is visible, showing a character in a dark, hooded cloak standing on a wooden platform. The interface also includes a "Summoned" section on the right side, a "Shout" section at the bottom left, and a "G" icon at the bottom right.


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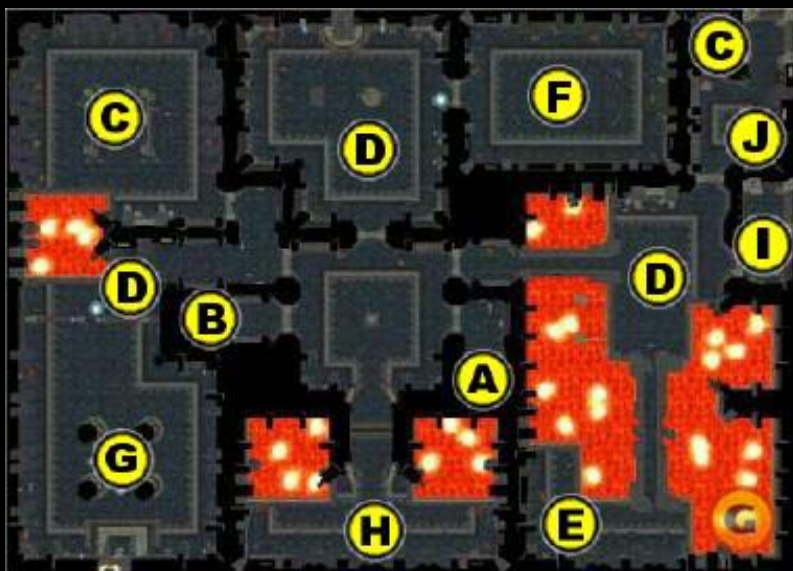
The Creator Ruins



- A- To Fort Ilkard
- B- Cultist Attack
- C- Creator Ruins Entrance
- D- Volcanis Oak Seed

South of Fort Ilkard is a path leading to another former stronghold of the creators. On your way to the entrance, another group of cultists will attack you. Search the leader's body for another cultist's journal. Near the strange altar to the south, search the pile of stones for the volcanis oak seed for Linu.

The Creator Ruins: Present



- A- Entrance
- B- To Garden
- C- Sundials
- D- Guardian Golems
- E- Smoke Puzzle
- F- Sound Puzzle
- G- Light Puzzle
- H- Altar
- I- Tamoryn's Song
- J- Tome of the Amulet

At first, you will want to head straight for the garden. The guardian golems in the ruins are unbeatable, for the moment. You'll need to fix that. Talk to Sapphira in the garden. She will teach you the principles of time travel in exchange for a favor: Return to the past and plant the ultarg tree seeds in this very garden. Take the time crystal and return to the ruins.

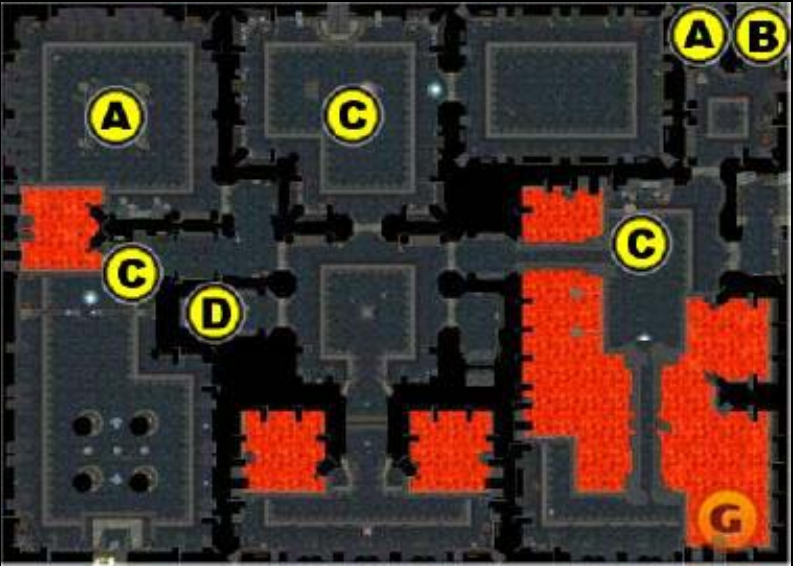
Head for one of the two sundials. Use the time crystal on the sundial, and you will be transported to the past.

The Creator Ruins: Past



Sapphira will teach you how
to travel to the past.

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- A- Sundials
- B- Lokar
- C- Golem Workers
- D- To Garden

You will enter at whichever sundial you use in the present. First, you'll want to talk to Lokar in the northeast corner. To speak with him, you'll need a Translation Amulet, which can be found on any of the Old Ones you fight in the ruins (you should also pick up a copy of *On Temple Defenses*). He'll give you his ring, which will make the other slaves more inclined to help.

Talk to all three of the golem workers. Lokar's ring will make them want to help you, and they'll add a single weakness into the guardian golems. Your choices are fire, cold, blunt, or piercing. You must speak to all three workers to weaken all three golems in the present. Choose your poison, then head up to the garden.



Get Lokar's ring to convince the slaves to help you.

Talk to Morag. She'll attack, then vanish when she gets too wounded. Plant the ultarg seeds, then return to the present via the sundials.

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barbarian/8th-level fighter, and like his fellow orcs, he'll offer you another head and some gold if you let him go. The decision is yours.

Moonwood: Akulatraxas



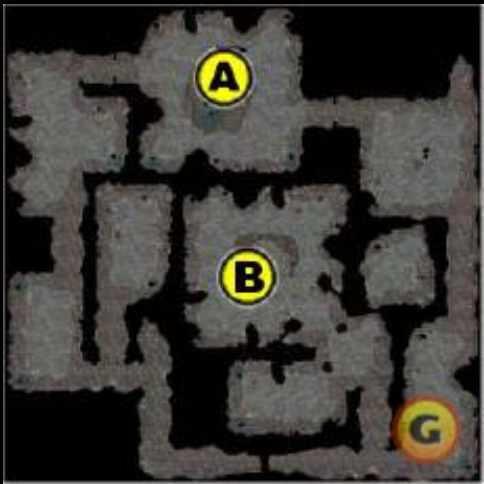
- A- To Moonwood: Entrance
- B- Akulatraxas' Cave
- C- Hill Giant Lair
- D- To Spine of the World

In the center of this Hill Giant-infested region, you'll find the cave of a green dragon named Akulatraxas. She'll offer you a job if you play your cards right: Infiltrate the Hill Giant Lair and bring her the head of the Hill Giant chieftain. Accept the gig, leave the cave, then enter the Hill Giant Lair to the west.



Akulatraxas will pay you for some Hill Giant bounty hunting.

Hill Giant Lair: Level One



- A- To Moonwood: Akulatraxas
- B- To Hill Giant Lair: Level Two

This level is nothing but fightin' giants. Make your way to the central cave and head down to the second level.

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Acquired Item: Healer's Kit +10
 [Server] You are now in a No PVP area.
 Saving Game...
 Game saved successfully.

Shout: _____
 F1 F2 F3 5 F4 0 F5 4 F6 5 F7 0 F8 2 F9 1 F10 0 F11 * F12 1

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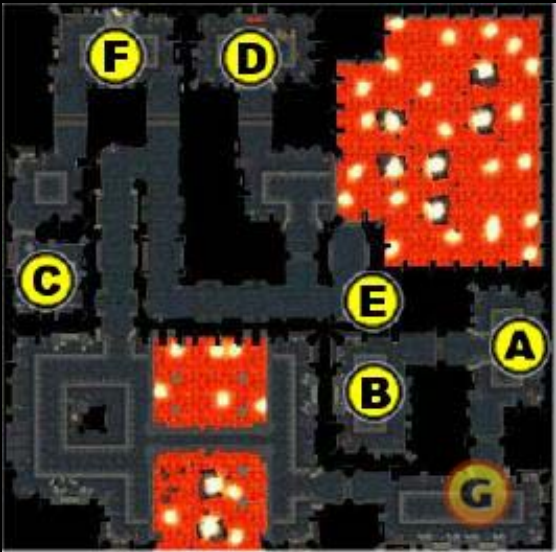
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- A- To Spine of the World
- B- Fire Giant Champion
- C- Wogar
- D- Brunhilda's Room
- E- To Fire Giant Lair: Level Two
- F- To Fire Giant Lair: Level Three



Gorgotha, the Gold Dragon.

In the room directly west of the entrance, you'll find a Fire Giant champion (11th-level giant/7th-level barbarian). There are Fire Giants everywhere in this lair, and you'll also encounter some fairly difficult Duergar. Get your cold damage ready for the former and everything you've got for the latter.

Make your way to the locked cell in the northwest. Free Wogar by pulling the lever near his cell. He'll tell you about Klauth's plan. In the northernmost room, you'll find Brunhilda's diary, the account of her unfortunate marriage to Skrogg, king of the Fire Giants. If you want to rack up some experience, head down to the second level. If you just want to get out of here, head down to the third level.



Cone of Cold cuts through Fire Giants like a knife

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Balor Lord: The magic of the Creator Race compels me to destroy you!

PAUSED UNPAUSED

Shout:

F1 F2 F3 5 F4 3 F5 4 F6 1 F7 2 F8 4 F9 3 F10 1 F11 * F12 1

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Daelan Red Tiger damages Klauth: 13 (13 Physical)
 Daelan Red Tiger attacks Klauth : *miss* : (3 + 23 = 26)
 Summoned Balor attacks Klauth : *miss* : (19 + 18 = 37)
 Summoned Balor attacks Klauth : *miss* : (14 + 13 = 27)

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